


2010

DIT Graduate Exhibition Show of the School of Art, Design and Printing 2010

Dublin Institute of Technology

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DIT Graduate Exhibition 2010

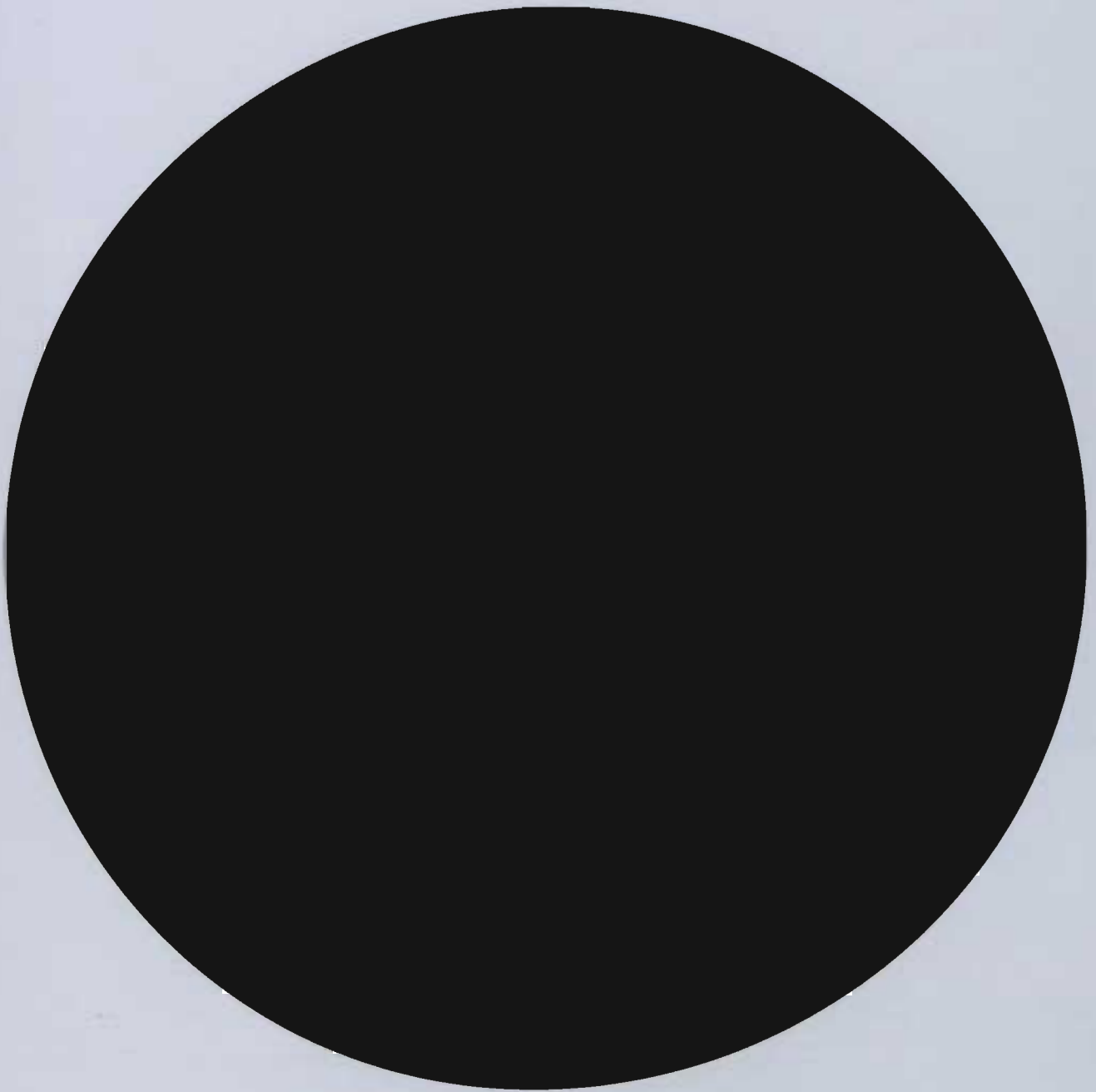


YOUR CREATIVE PROCESS

What is creativity? What is the common thread that lies at the heart of the applied arts courses on which we study? What ties the six courses together, and likewise, what differentiates them? How do we map out the often intangible notion of creativity, and more specifically, the creative process?

Our individual creative processes can be difficult to define. For some, the creative process is a 'eureka!' moment in the small hours of the morning after too many cups of coffee; for others it is a culmination of months, or even years, of research and development in a studio.

In March 2010 the final year students of the School of Art, Design and Printing were surveyed to examine the 'science' of the creative process. Here are the results.



Use of left hand side of brain for creative process ☒

Use of right hand side of brain for creative process ☐

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DIT Graduate Exhibition 2010

Introduction

The Graduate show of the School of Art, Design and Printing at DIT is the highlight of the academic year, both for our students and our staff. The exhibition represents the culmination of four years of full time study and gives our students the opportunity to showcase the results of their imagination and creative skills in a public arena. This catalogue demonstrates the exciting range of work produced in our School which goes from painting, sculpture, video, installation, imagemaking, digital design, typographic design through to functional product, furniture, interior and window display design. All of the work bears testament to a strong individual vision married to a clear understanding of how this work relates to the real world.

The School of Art, Design and Printing at DIT continues to build on its core strengths in Visual Communication, Interior Design, Furniture Design and Fine Art but has developed a new range of innovative programmes and initiatives over the past year. Chief among these are two new honours degree programmes, the BA in Visual and Critical Studies and the BA in Creative and Cultural Industries. The BA in Visual and Critical Studies will provide students with academic and real-world knowledge on the role, function and potential of visual culture in contemporary society. It will provide up-to-date histories and theories of visual culture including methods of

research and will foster systems of critique which will allow graduates of this programme to function as commentators, theorists and policy advisors for the development of visual culture, both in Ireland and abroad. The BA in Creative and Cultural Industries is an interdisciplinary programme supported by the College of Arts and Tourism and the College of Business at DIT. This degree is designed to produce graduates who can function as creative managers in the creative and cultural industry sector both nationally and internationally and will be delivered in a rich and stimulating environment of creative practice across art, design, music, drama and media alongside modules in law, languages human resource management, finance, PR and marketing.

The BA in Visual Art based on Sherkin Island which produced its first graduates last year continues to go from strength to strength. We were delighted to welcome the President of Ireland Mary McAleese as guest of honour at this year's conferring ceremony in Sherkin. The President's address acknowledged the role of the community at the core of this innovative approach to learning and went on to suggest that it provided a model for future developments in education.

A key strategic aim of the School of Art, Design and Printing at DIT is to develop and strengthen links with

the wider international art and design community. This year sees the culmination of a three year staff and a student exchange project in Iimagemaking with the Shanghai Institute of Visual Art through the signing of a memorandum of understanding. The superb quality of the work produced by Visual Communication students in collaboration with students from the Shanghai Institute of Visual Art (SIVA) has been acknowledged by an invitation to exhibit in the Irish Pavilion at the Shanghai World Expo during the months of September and October. In September the School will host the annual conference of the Association Typographique Internationale (ATyPl) at Dublin Castle. The conference will feature over 60 papers and presentations from leading international typographic designers and keynote speakers include Ellen Lupton, Marian Bantjes and Dermot McGuinne

As a way of engaging with a broader community the Department of Fine Art at DIT Portland Row launched the Broadcast Gallery in 2007 as the first ever public gallery situated in an Irish art college attracting national and international media attention. The gallery supports the production, interpretation and dissemination of a broad range of contemporary art practices and runs a programmed a series of public workshops and lectures focusing on the concerns and issues raised by artists

exhibiting in the gallery. Broadcast has presented exhibitions, performances and developed projects with a wide range of Irish and international artists including Patrick Graham, Anja Kirschner, Marius Soltysk, Denis Connolly and Anne Cleary, and Shana Moulton.

Research in and through the arts has become a major priority for higher arts education internationally. Over the last decade the School of Art, Design and Printing has promoted practice based research in art and design at MPhil and PhD level and in 2008 the School became an active partner in the newly founded national Graduate School of Creative Arts and Media (GradCAM). The School currently is home to a significant cohort of GradCAM postgraduate researchers.

Finally we would like to thank all our sponsors for their support. The wide range of awards from all sectors of the art and design community reflect the high esteem in which our graduates are held and underlines the commitment of the School of Art, Design and Printing at DIT to providing an education which is relevant in a rapidly changing world.

Kieran Corcoran, Chairperson
Graduate Exhibition Committee 2009

Brian O'Malley

Foreword

Ok, so its 1987, I'm 16 and I'm obsessed with Depeche Mode, Back to the Future Movies and my hair. I'd spent the last year or so trying to decide what I might like to do with my life, the only options presented to be by the careers advice teacher in School being accountant, carpenter, printer, bus driver or any other utterly unimaginative job you could imagine. I'm in a synth band. I've got sideburns and a motorbike jacket for Gods sake. I'm cool.

Then I have the second eureka moment of my life. Think it happened outside Superquinn in Walkinstown on a Saturday afternoon where I was meeting my then girlfriend of one week. She was a year older than me (I was mature) and she was late because she was handing in her submission for entry into Art College. Art College? Where you go to school and draw all day long? Where do I sign? That was it really. I spent the next two years focused entirely on that goal (that and trying to be Irelands first ever successful synth-pop act) and nothing else mattered.

Cut to 23 years later. Most of the hair is gone, my 6 year old son assures me I'm not cool, but I do still have the synths and a leather jacket. But as I'm about to enter the most important phase of my career, where has that first notion of going to Art School taken me?

Well I've directed over 100 TV commercials, and that very important phase I'm about to enter is my first feature film. As I write this foreword I'm also preparing for a short film set in Burma; which I'm going to shoot in Thailand in May, just before I go into prep for my feature film.

So a schoolboy notion of spending my days in a school for Art has literally, quite literally taken me to this moment. I consider myself very privileged. I've got a dream job. It's up there with Rock Star as most coveted jobs in the world and I truly believe my years in Art School has provided me with many of the skills required of such a career.

Flashback to 1992, it's two years into Art School at DIT and I'm specialising in Fine Art Sculpture, but basically I've no idea where its going to take me. I know I don't want to be a starving artist, its just not me, and I know my ideas are far too populist to be ever taken seriously as a fine artist, I enjoy appealing to and being part of a mass audience too much to ever want to be someone who's work only appeals to a small few. Probably shouldn't have chosen fine art then, right?

So I'm standing in the sculpture yard, which was then in Mountjoy Square, welding something to something, or possibly taking a cast of my head, when I overheard one of

the lecturers mention that studying sculpture went a long way towards qualifying you to do special effects in movies. Now this is pre-computers, I wrote my thesis pretty much with pen and paper, so special effects in films were still done for real, in-camera, and when it came to science fiction movies there had to be a huge amount of sculptural work involved, right?

So on the way home that evening I popped into Virgin Megastore on the quays and picked up Blade Runner on VHS for £5. I'd seen it when I was 12 and nothing had baffled me or intrigued me more up until that point. Ok, Han Solo was in it, but this wasn't Star Wars. As a 6 year old boy who had realised whilst watching Star Wars in the Savoy cinema on O'Connell St in 1977 that anything was possible, literally (my first eureka moment) - this was something else. It was tangible, it made me feel uncomfortable and I didn't like it. But I never forgot it. So I sit down that night and watch Blade Runner hoping to inform myself about special effects, and I'm hooked. I can't get enough of it. I watch it every night for a month, and by the end of that month I know what I want to do with the rest of my life. I want to be a director.

That was my third and unfortunately last eureka moment, but what a beautiful moment. The key to success is perseverance. But another massively undervalued quality is naivety. You see I was determined to be a director, nothing was going to stop me, but I didn't know that the chances of getting to direct a movie are quite literally 1 in a million. It's basically impossible. So armed with a pocket full of perseverance and a shed load of naivety - I set out on a road that would take me on a 20-year journey, and I'm almost there. If I had known that then I would never have done it, but that's the great thing about naivety, you simply don't know any better.

But what use was an Advanced Diploma in Fine Art Sculpture to a film director? The truth is I couldn't have

had a better schooling. On a practical level I can draw my own storyboards, I can pre-visualise my sets and I can clearly communicate to a production designer what I'm trying to achieve. My ability to think three dimensionally and pre-visualise an idea pretty much allows me to imagine a scene from moment to moment in my head. These skills combined meant in my early career I was a director who could communicate his intentions clearly in advance and then follow through on those intentions pretty accurately, something that makes clients spending hundreds of thousands on 30 second commercials very comfortable.

When I received an email in 2009 about being guest speaker at the 2010 DIT School of Art & Design Awards Ceremony and Grand Opening my initial reaction was, is this a mistake? You realise I'm no longer involved in the world of Art? But the invitation has forced me to think of how I came to where I am now and what role my time in DIT played in my ultimate career choice. DIT embraces all of the art forms and gives all of the students a taste of each, both practically and academically. So whilst you may be studying printmaking or graphic design, its important to remember that your usefulness, your potential, can stretch way beyond simply putting your given specialist subject into practice. I was a pretty good figurative sculptor, but I'm a better Director, and whilst I no longer put my specialist subject to practical use, the dedication and focus it, and its ancillary subjects required, has afforded me many skills I use on a daily basis as a Director.

Like painting, sculpture, photography or any of the other fine arts - directing is a notion, an idea, it's nothing more than a feeling backed up by a skill. But how you learn that skill and to what use you put it to, like all great works of art, is open to interpretation.

Brian O'Malley, Guest Speaker

AM



PM



01 FINE ART

fine art
visual communication
interior and furniture
product design
visual merchandising
visual art

TIMING IS EVERYTHING

Day or night, awake or asleep, the creative forces can strike an individual at any time. What time of day are our students at their most creative, and when do ideas strike?

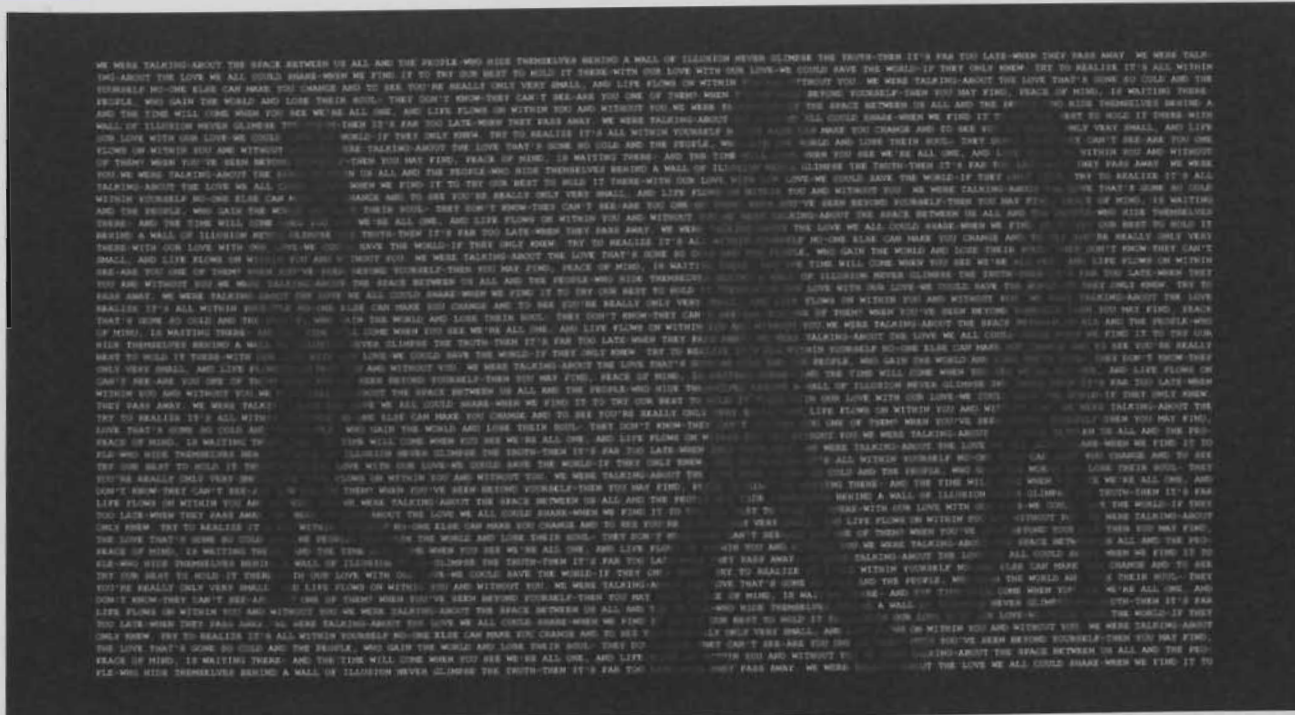
**Emma Byrne**

Untitled

086 0560177

emmabyrne20@gmail.com

Photography and installation based artworks are used here to explore the issue of violence in the home. By looking at the varying levels of violence that is intersected with moments of normality, the viewer can begin to get a sense of the pattern of domestic abuse.



Andrew Carson
 'The Love Beyond The Chair'
 086 267 9099
www.andrew-carson.com

"We were talking- about the space between us all"

My work explores the removal of the human elements of exchange inherent in modern text-based forms of communication.



Emma Clarke

'Home-made'

085 7159004

greenemmagreen@gmail.com

'Mythical speech is made of a material which has already been worked on so as to make it suitable for communication: it is because all the materials of myth (whether pictorial or written) presuppose a signifying consciousness, that one can reason about them while discounting their substance.'

Barthes, Roland (1991) Mythologies



Thomas Collins
'The K.C.R'
085 7104632
thomasaq@hotmail.co.uk

The project was about working in the K.C.R. (Kimmage Crossroads) petrol station. I used drawing and photography trying to capture the view through the window and how being there at different times of day felt. Photomontages condensed and deconstructed the scene offering unusual shapes. These resulted in paintings which restructured the scene. Oil painting is permanent and meditated.



Nikita Connor
'Another Way of Seeing'
086 4048194
starrynight118@gmail.com

Photography project based on the observation of people's daily routines. By capturing the intimate and mundane nature of the passage of time, imagery can change an everyday occurrence into something extraordinary.



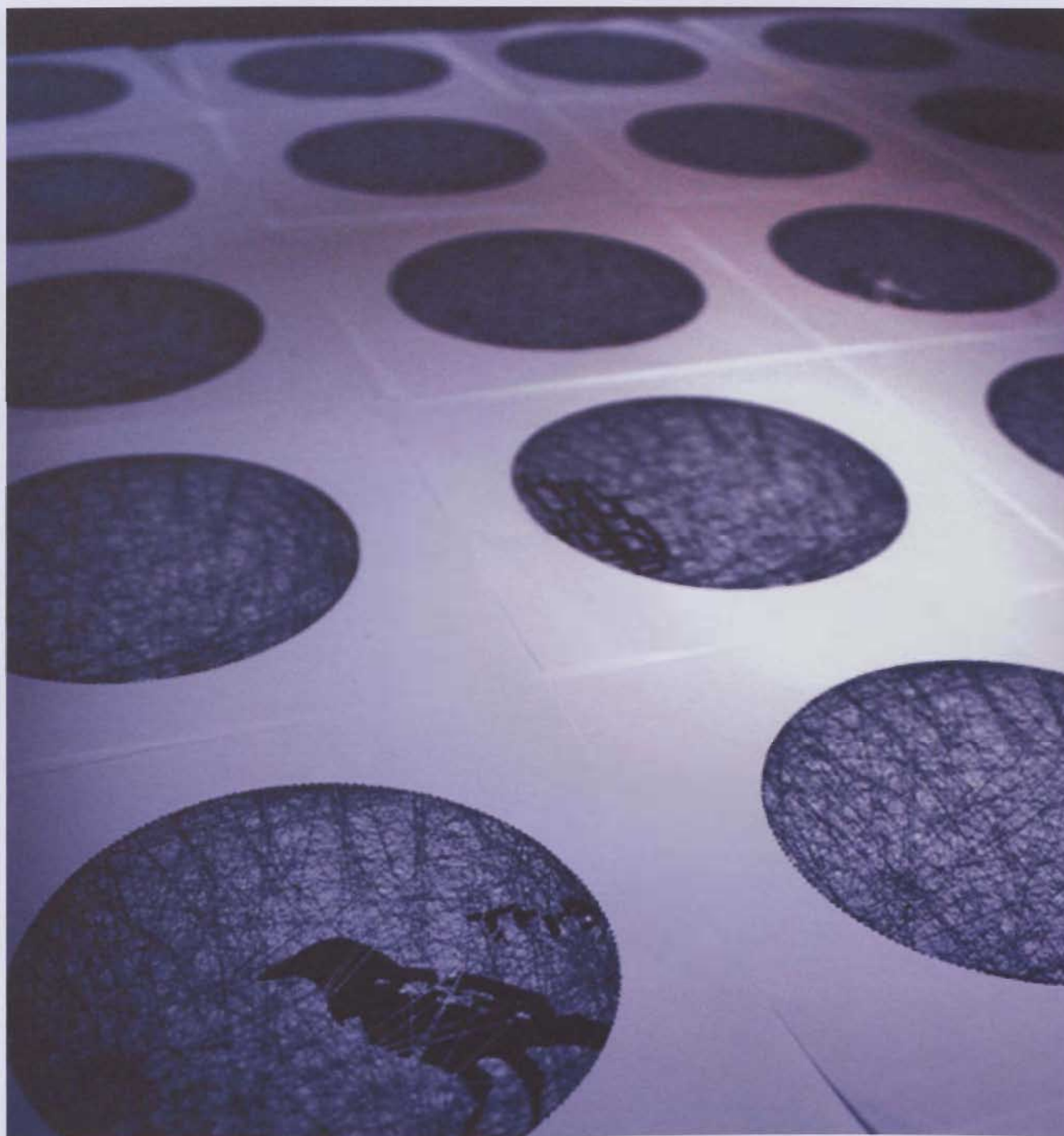
Seth Culley

"Landscape, Lady with a Dog"

085 7189725

sethculley@gmail.com

I am painting images that reflect my observations on being in the world. Simply put, my work is a portrait of the interaction between people and place, between man and his environment.

**Meagan De Burca***'Connective Tissue'*

086 0700184

meagsdeb@gmail.com

Meagan De Burca's work explores the evolving connectivity within the art world through drawing installation & digital media. 'Connective Tissue' examines how technology has transformed the concept of her personal portrait and place within a creative society. By manipulating and reinterpreting visual information available to the public, these drawings serve to map the artists & institutions connected to her.



Nicholas Dolan
'Car park blowers'
087 9714662
www.nicholasdolan.org

Nicholas Dolan uses film, product design and sculpture in a critical reflection on the socialising effect of our encounters with everyday products. In an attempt to explore consumer culture, the principle of product functionality is scrutinised. Using found objects and fictional narratives his work often results in absurd scenarios, allowing for familiar yet ambiguous engagement.

**Elizabeth Doogan**

Video still from 'Cross-examination'

087 6649050

lizzydoogan88@gmail.com

lizzydoogan.tumblr.com

Doogan's work is concerned with the institute, power structures and social control. Transitional spaces such as the prison, the courtroom, the school and the hostel are explored by creating video-pieces which question what is real while at the same time provoking the viewer's presumptions. She uses photography to pay particular attention to austere architectural qualities of these spaces.



Margaret Flynn
'Intentional Community'
087 6696800
margotflynn@gmail.com

The installation takes on architectural form; exploring, investigating and reconstructing the composition of the landscape. The forms are taken from suburban towns and surrounding housing developments, while the drawings operate as a plan for the installation. The fragmented structure reveals a virtual space behind their professed presence.



Jane Fogarty
'One Hour'
085 1464422
www.janefogarty.com

This work examines the time and reasoning used in creating a painting. Painting is an accumulation of layers, a physical and performative record of time. Within this investigation, each piece is a brushstroke, attempting to balance the composition and structure. The paintings are not fixed, leaving the option for multiple combinations, one as valid as the other.



Oscar Fouz Lopez

'No times for mourning II'
ofl2007@yahoo.ie

My paintings and drawings are made of images taken from different sources like photographs or memory, then they are 'collaged' back together. The main role is played alternately by places or characters, leaving the work always open to interpretation.

FEMINISM

Femin- is it?

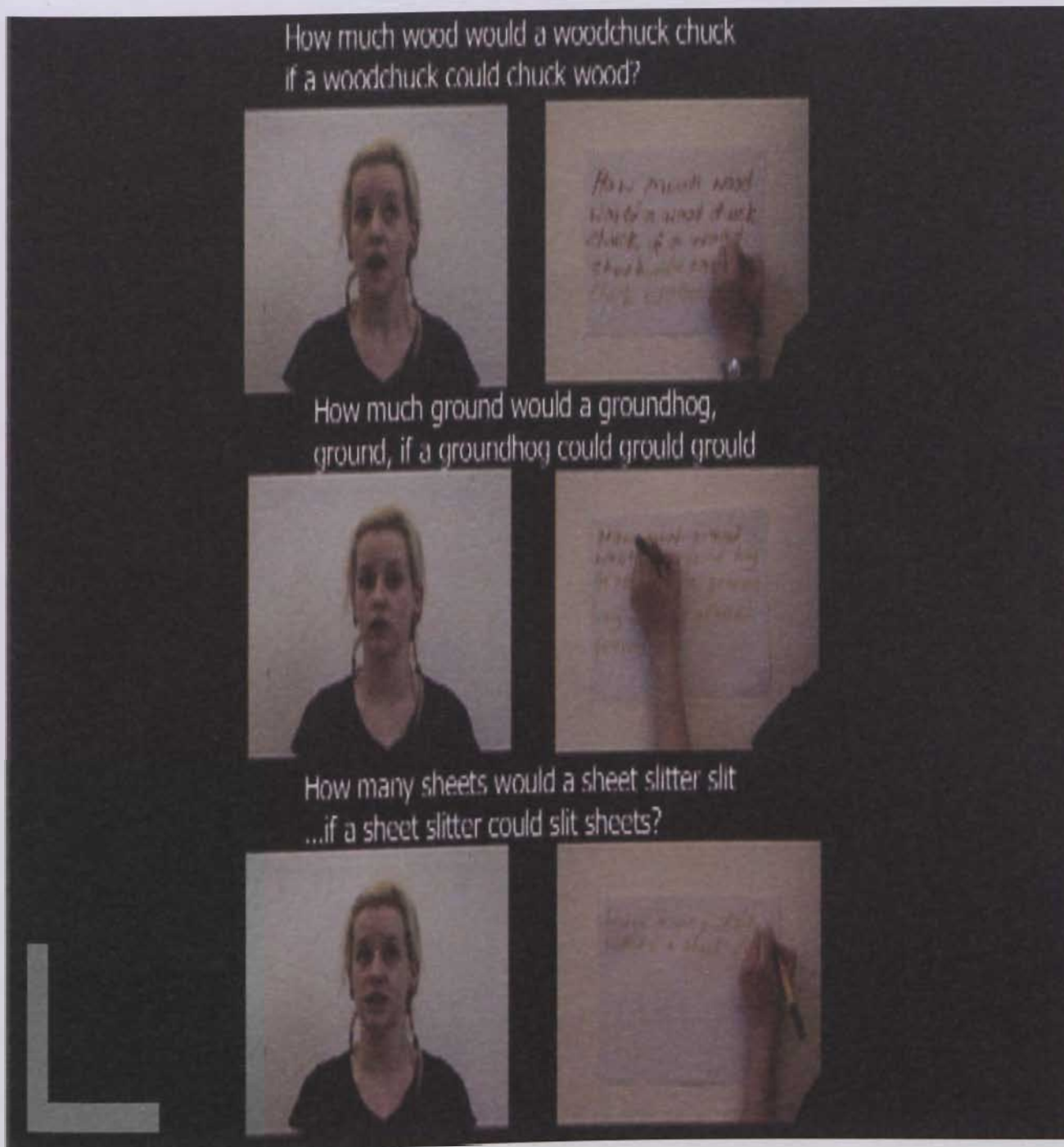
Emma Jayne Geraghty

'Are we there yet?'

085 1500814

emma.geraghty@student.dit.ie

This is a conversational piece of work; questioning the role of Feminism in today's society. Is it as relevant for women today, as it was for women decades ago? Has Feminism run its course?



Jennifer Harborne

'Untitled, Study 3'

086 1973954

jenniferharborne@gmail.com

My work is focused mainly on video and performance. I'm working with language, concentrating on the subject of tongue-twisters. The video starts with a simple and straightforward recitation & gradually becomes more unintelligible & difficult for the viewer to assimilate. It tests the viewer's understanding and interpretation of different combinations of communication – sight, sound and text.

IF	1
YOU	2
CANNOT	3
READ	4
THIS,	5
PLEASE	6
EMPATHISE	7
WITH	8
THOSE	9
WHO	10
CAN	11

Camilla Kane

'The Inadequacy of Empathy'
085 7645692
camillakane04@hotmail.com

This project questions a relationship that exists between those who negotiate the world with sight, and those without. It highlights the inadequate attempts applied by both parties when relating to the others position. What does it mean to be put in another's shoes, does this really simulate the sensation of being in their position? It highlights the necessity of empathy but the inadequacy of our findings.



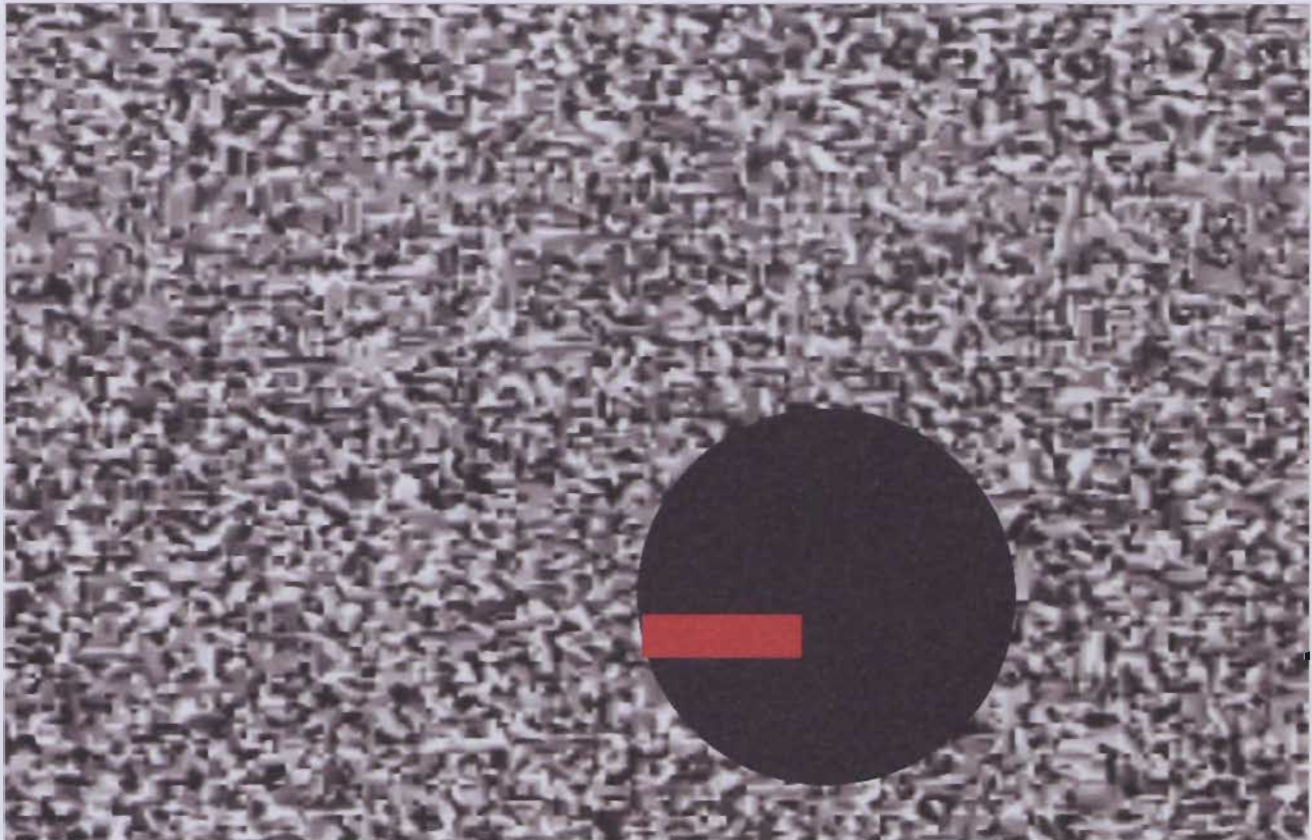
Samantha Kirk

'Dis-mantel'

samanthajaneleigh@yahoo.ie

<http://sjlkirk.tumblr.com>

Samantha's work examines domestic structures and the systemic placement of objects used to give us a "sense of order" in the home. The mantelpiece provides a unique spatial context in which objects are displayed. The organisation of space and the arrangement of each individual object is the focal point of this installation.

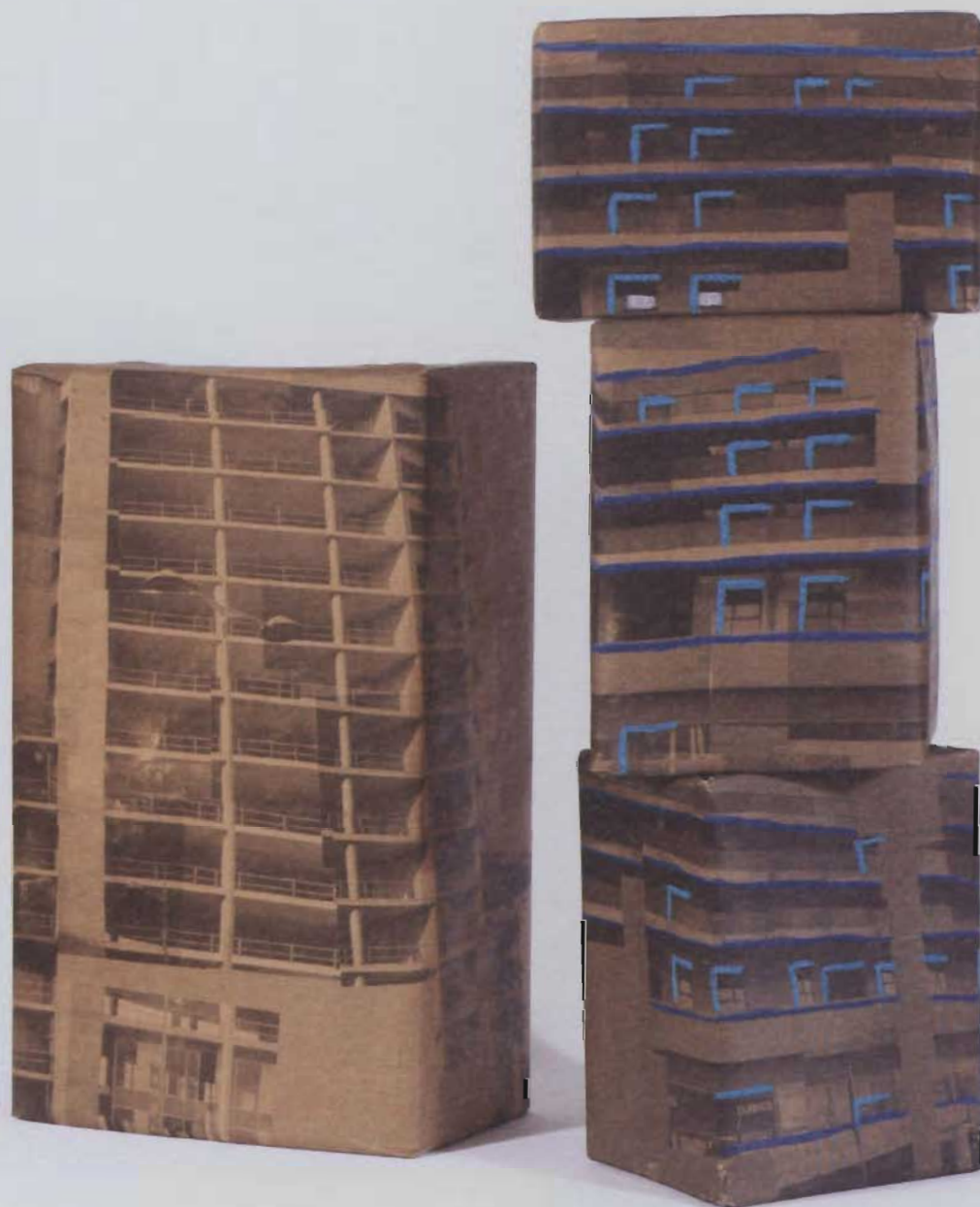
**Daragh McGrath**

'Submerged'

087 4165070

mcgrathdar@gmail.com

This interactive piece deals with the saturation of communication in our modern society. The constant bombardment of advertisement and of people trying to get their voices heard through modern technologies. Sound and movement within the room are interpreted and visualised by the piece. The viewer is an integral part of the work.



Rebecca Mc Naughton
"Untitled – Study 2"
beks77@hotmail.com

In my practice, I am currently working with the urban landscape. Where the grand designs of urban planners, have been left unfinished. Concentrating on the empty shells of half built apartment blocks, highlighting aspects of their visually graphic fabrication. Developing an installation piece that explores and plays with the idea of an undelivered city.



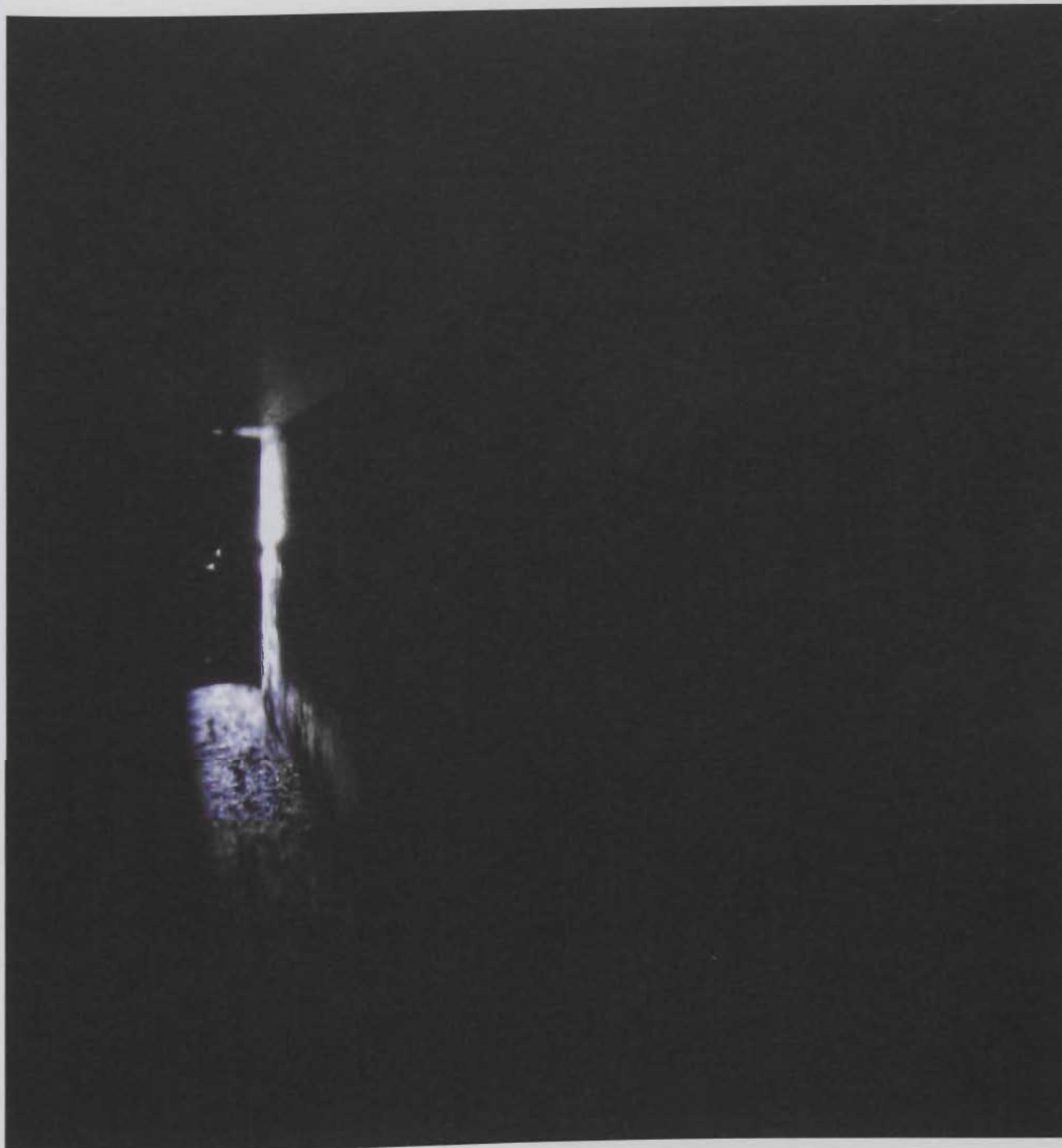
Hadassa Ildikó Molnár

'Waiting Rooms'

086 8256616

hadamolnar@hotmail.com

Waiting Rooms. Conversations. Life. Death.



Roisin O' Brien
'Acapdisse'
085 7418186
roisinobrien19@gmail.com

In this piece I explore the psychological fragilities of the individual once placed in an inhospitable environment. Referencing such psychological and physical disturbances as paranoia, agitation, claustrophobia, anxiety etc., sound and structure combine to create a sensory space that may ignite congenital anxieties and insecurities.



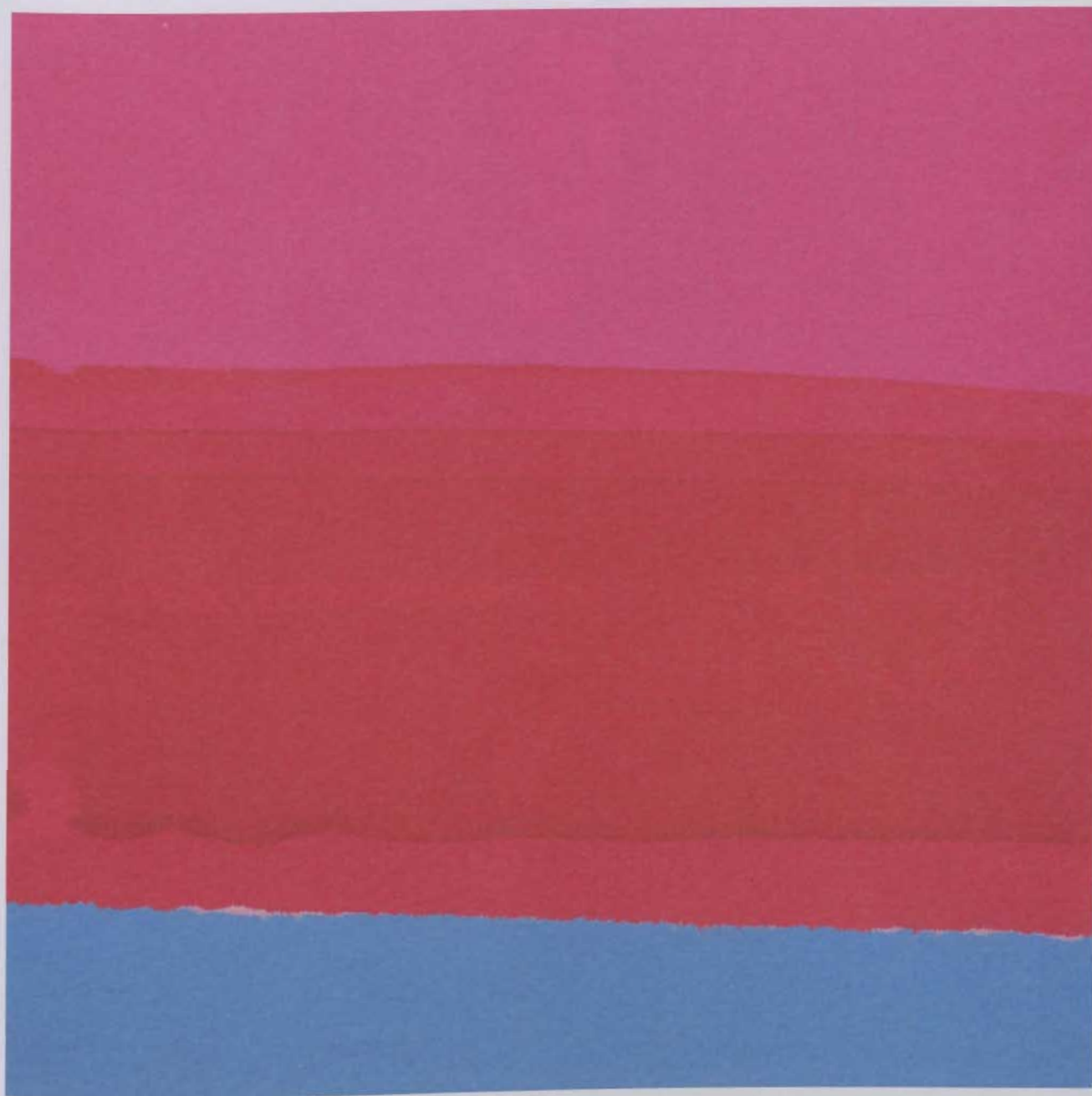
Tahirih O'Brien

'Rapunzel, Rapunzel Let Down Your Hair'

086 3087681

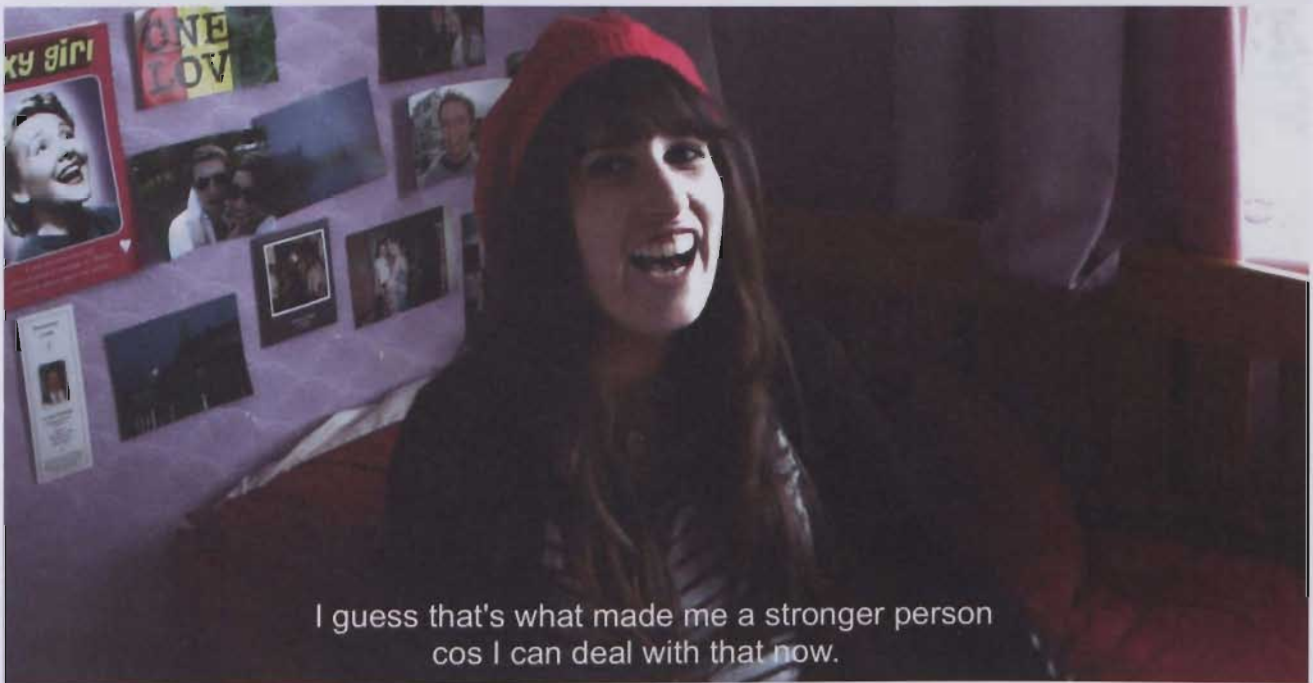
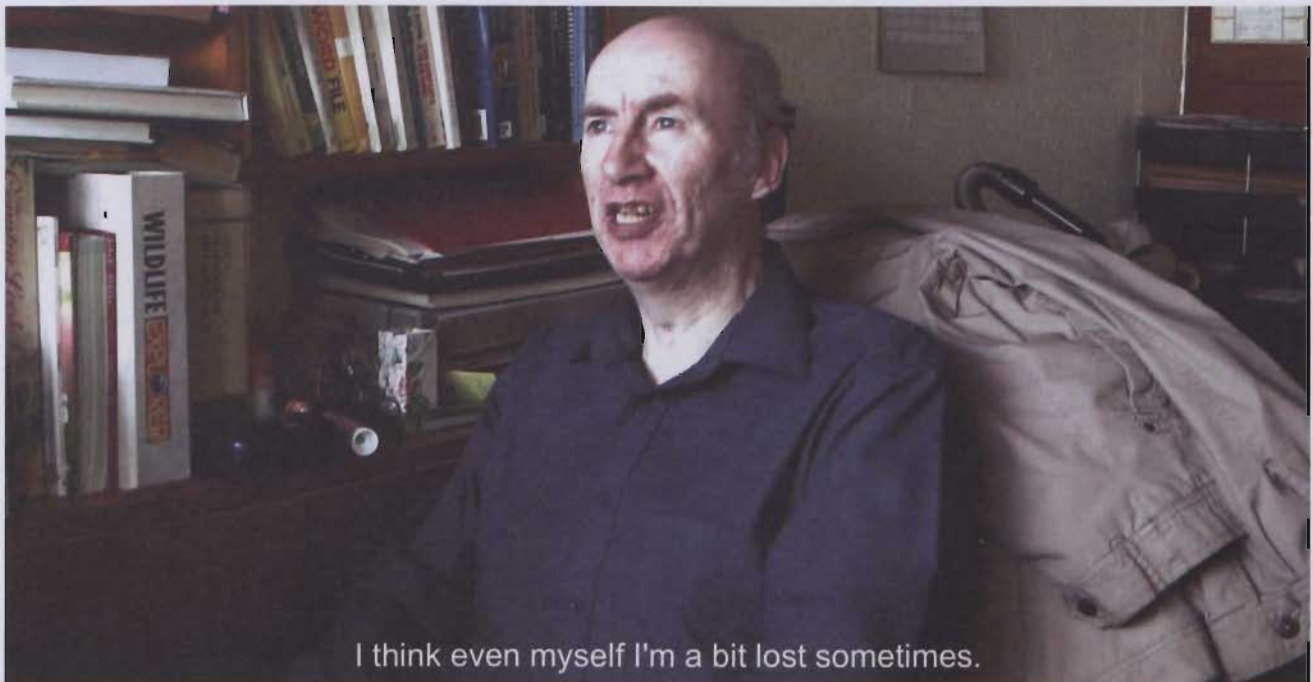
windmill811@hotmail.com

The Rapunzel projects origin lies within the detail of character traits, focusing on the pros and cons of innocence in a young woman and the visual and theoretical symbolism of hair, such as, strength, youth and beauty. This project utilises both the media of sculpture and print to interpret the artists thoughts on the subject matter.



Anna O'Byrne
'The Edge of Red'
087 9844184
annaobyrne@gmail.com

What would the edges of every internet page you have ever looked at, look like piled together? Edge is form. Through the act of physically compiling and doing, edge comes to life. Edges become forms of their own, leaving trace and tide marks in the world. The work celebrates the beautiful forms of edge, lines that show our impact.



Rachel Lianne O'Callaghan

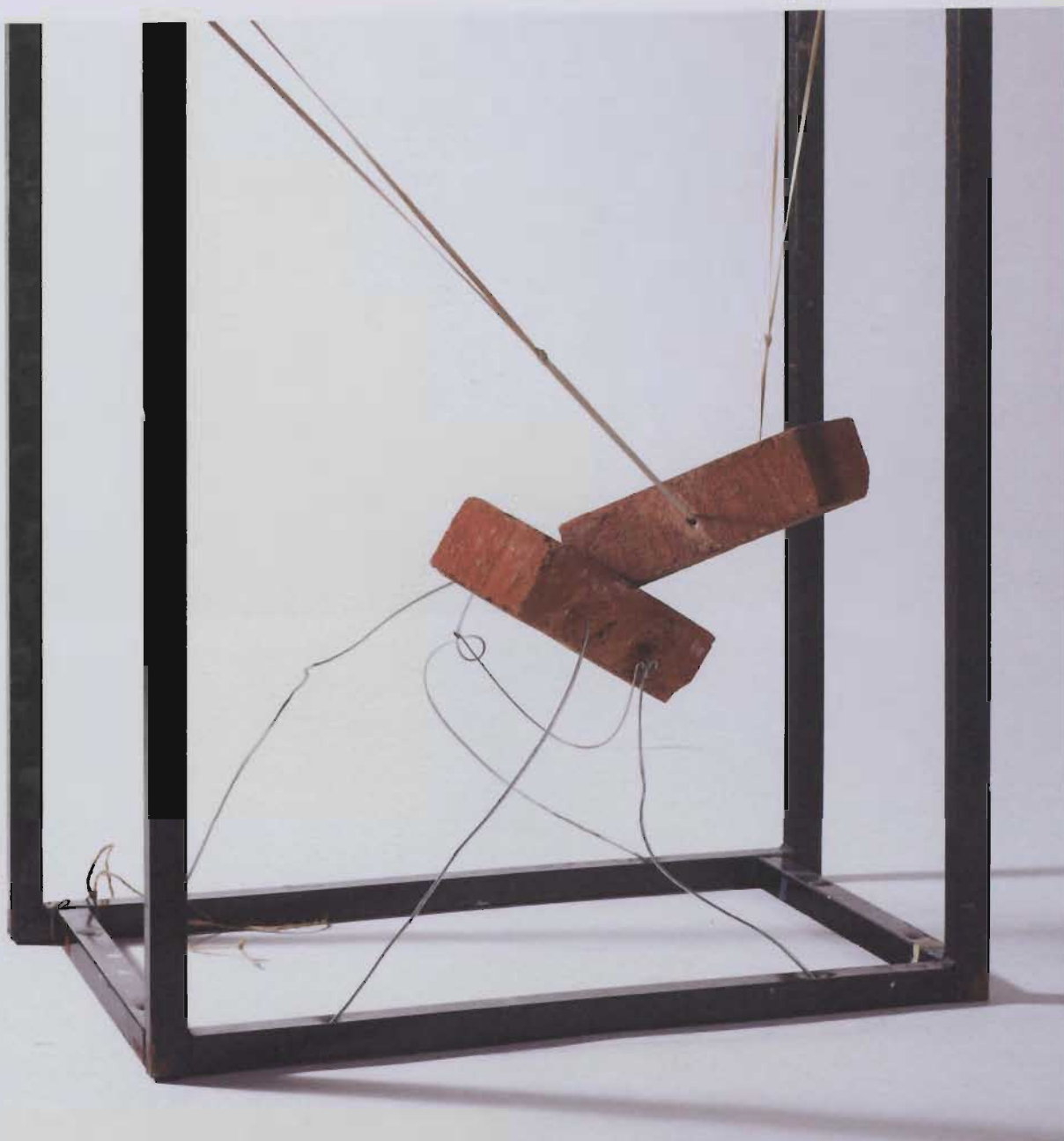
'mask (noun)

1. A covering worn on the face to conceal ones identity.'

087 4101733

gemini100687@hotmail.com

The artist's work revolves around perceptions and representation. Her aim is to alert people as to how quick they are to form opinions of others. This art piece is based around the idea that there is always more to every person than what meets the eye and every experience we go through adds to who we are as a person.



John Paul O'Connell
Untitled
jpauloconnell@gmail.com

All Ghosts & Black Plasma Ejecta. Must Try Harder.



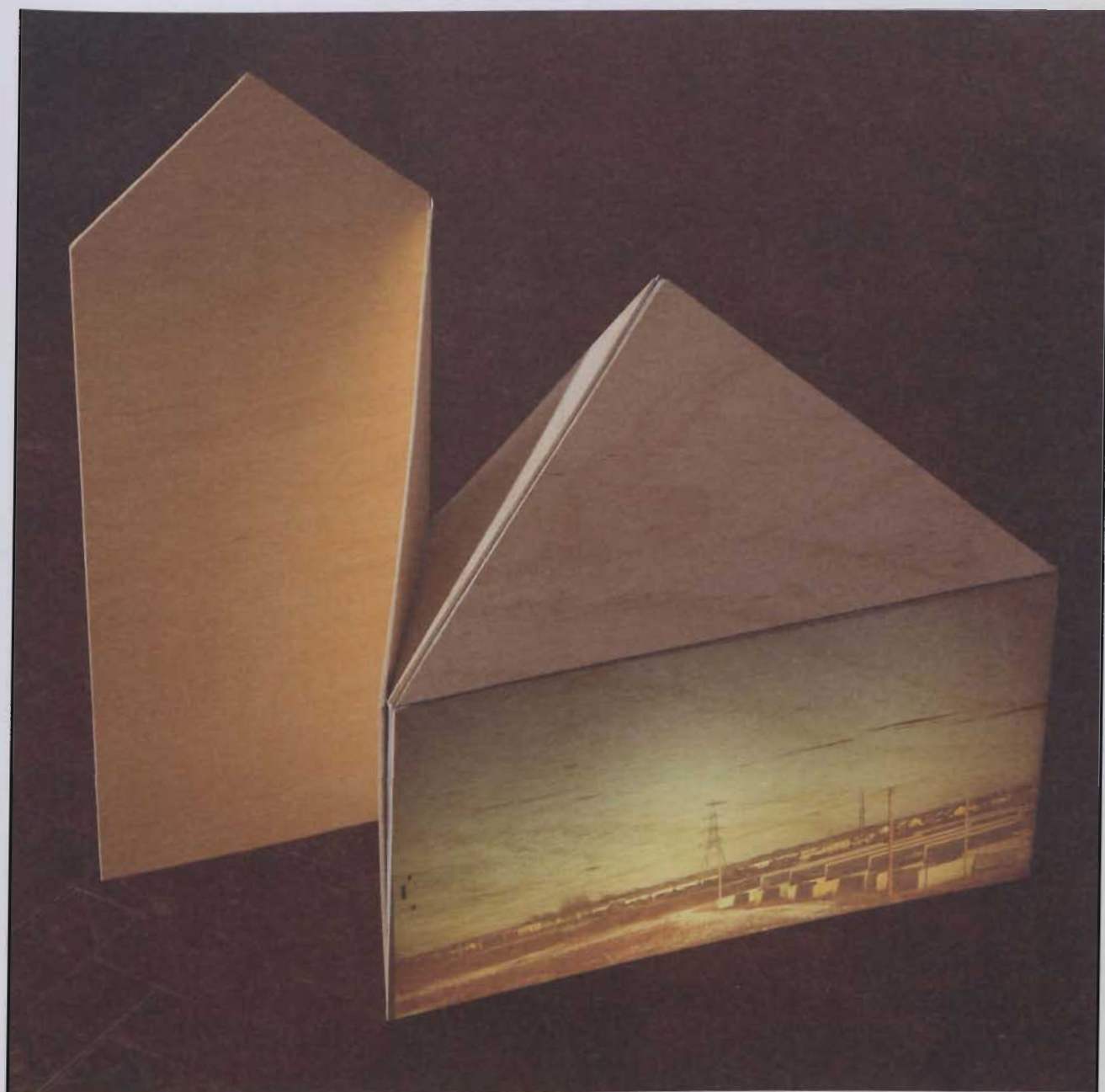
Maria O'Hara

Untitled

085 1455703

mariaohara5@gmail.com

Maria O'Hara takes inspiration for her work through observing the natural world. Her interest lies in the migratory patterns of birds. Maria draws attention to these formations that are often in our peripheral field. The behaviour of birds is governed by their instinct for survival. The power of this aesthetic reveals the beauty of a spectacle that is often overlooked.



Fiona O'Keeffe

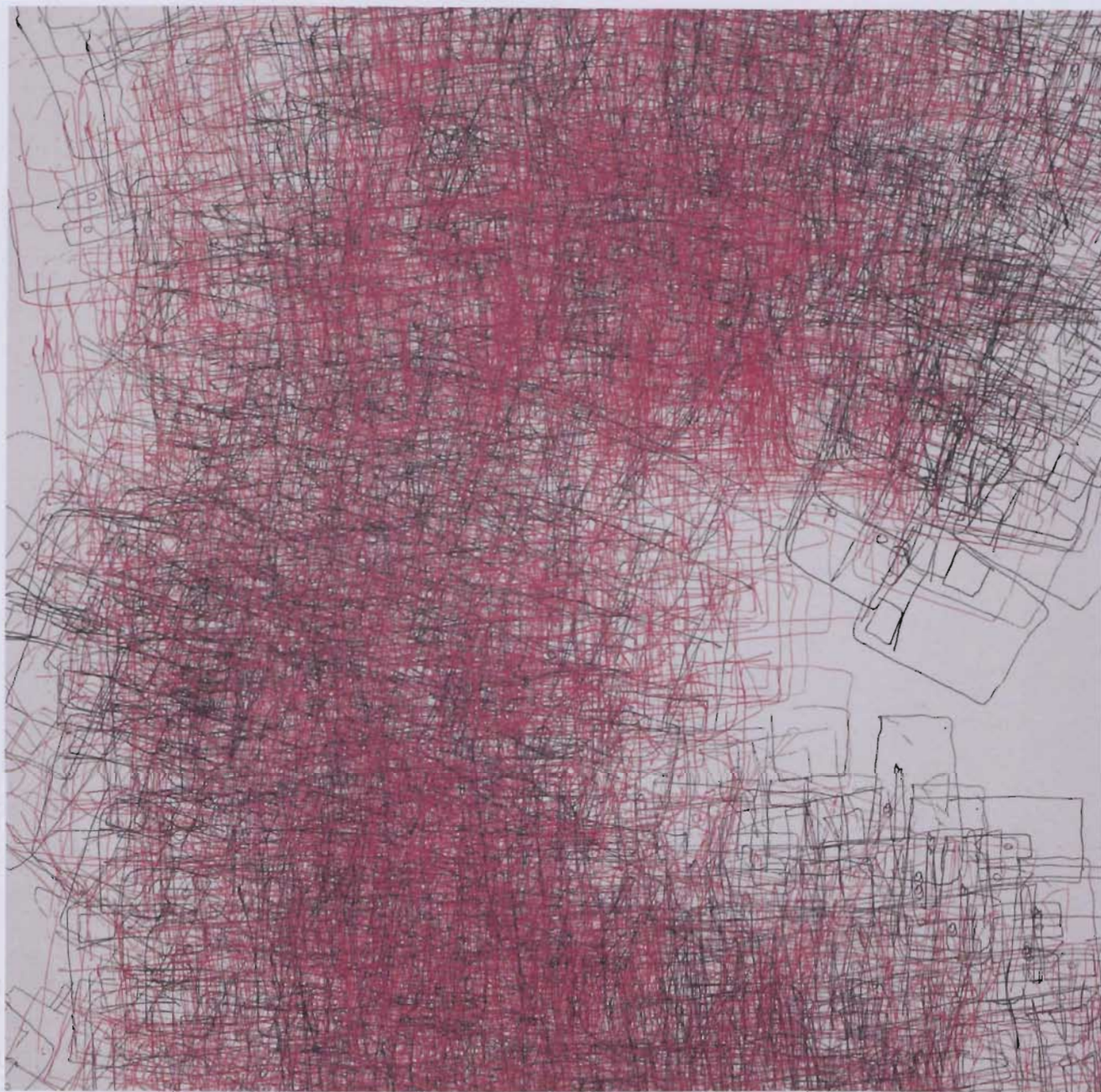
'Edge City (Neighbourhood)'

086 1911059

redfionaokeeffe@gmail.com

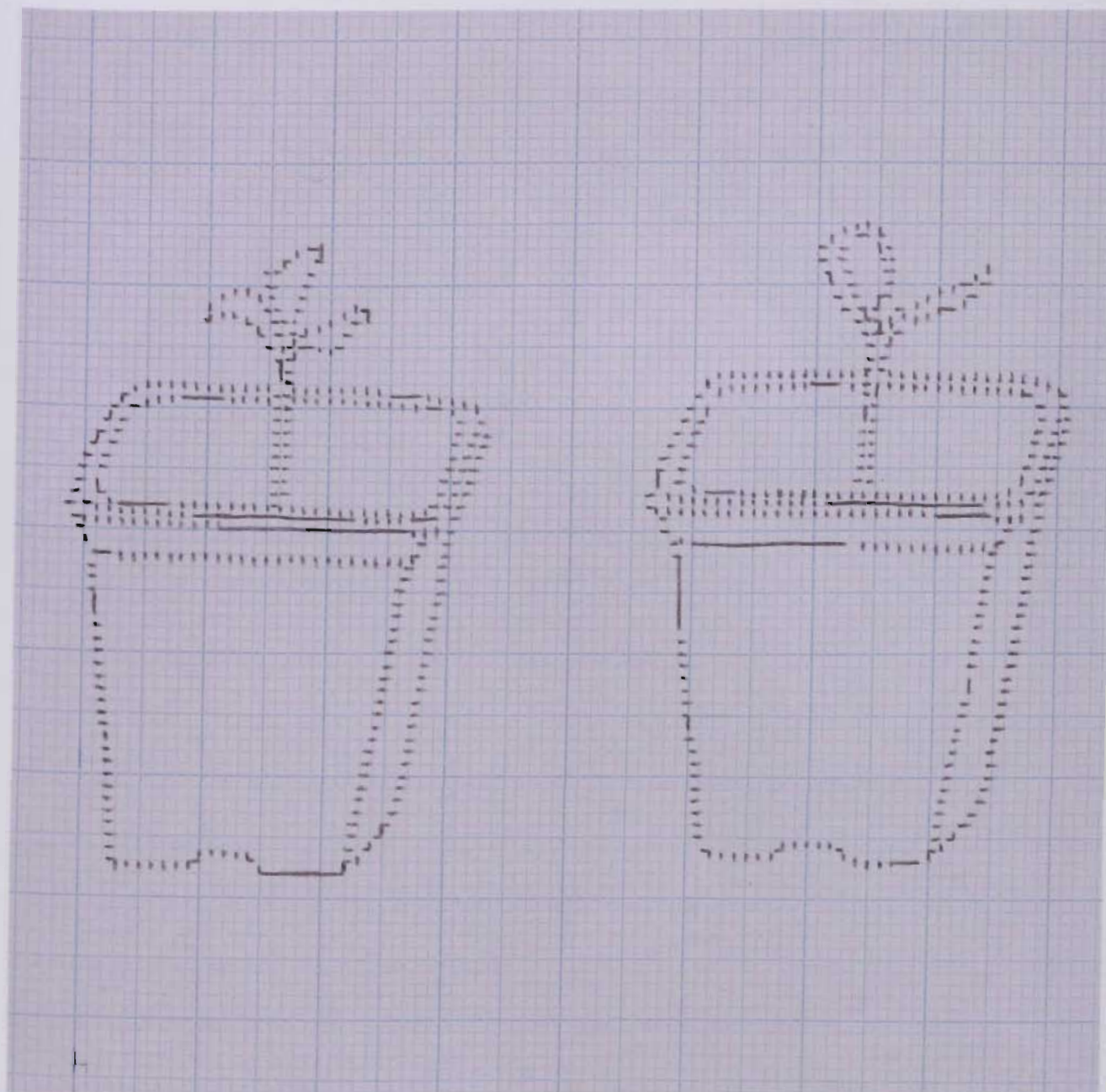
This work is the result of a series of urban investigations into the spatial and discursive field of the commute.

The exploration of 'non-places' - referring to places of transience that do not hold enough significance to be regarded as 'places' - displays an ongoing interest in architectural processes, and in the relationship between drawing, photography and object.



Scarlett O'Reilly
Untitled
086 1578573
scarlett.oreilly@gmail.com

'It is very well to copy what one sees; it's much better to draw what one has retained in one's memory. It is a transformation in which imagination collaborates with memory.' - Edgar Degas



Neasa O'Shea Brady

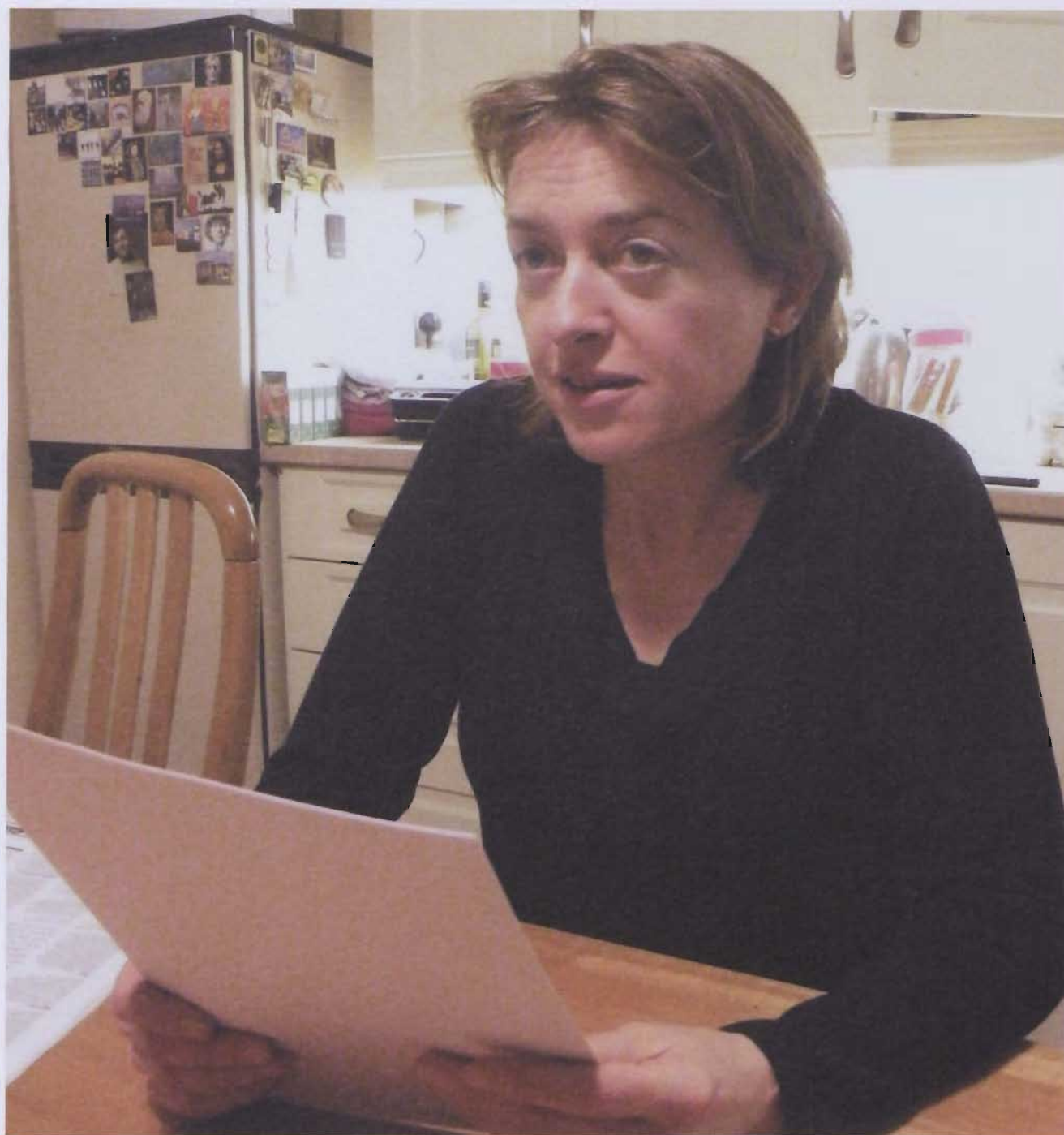
'Plot No. 308'

087 7990624

neasa.oshea.brady@gmail.com

'If you have a garden and a library you have everything you need'

Marcus Tullius Cicero



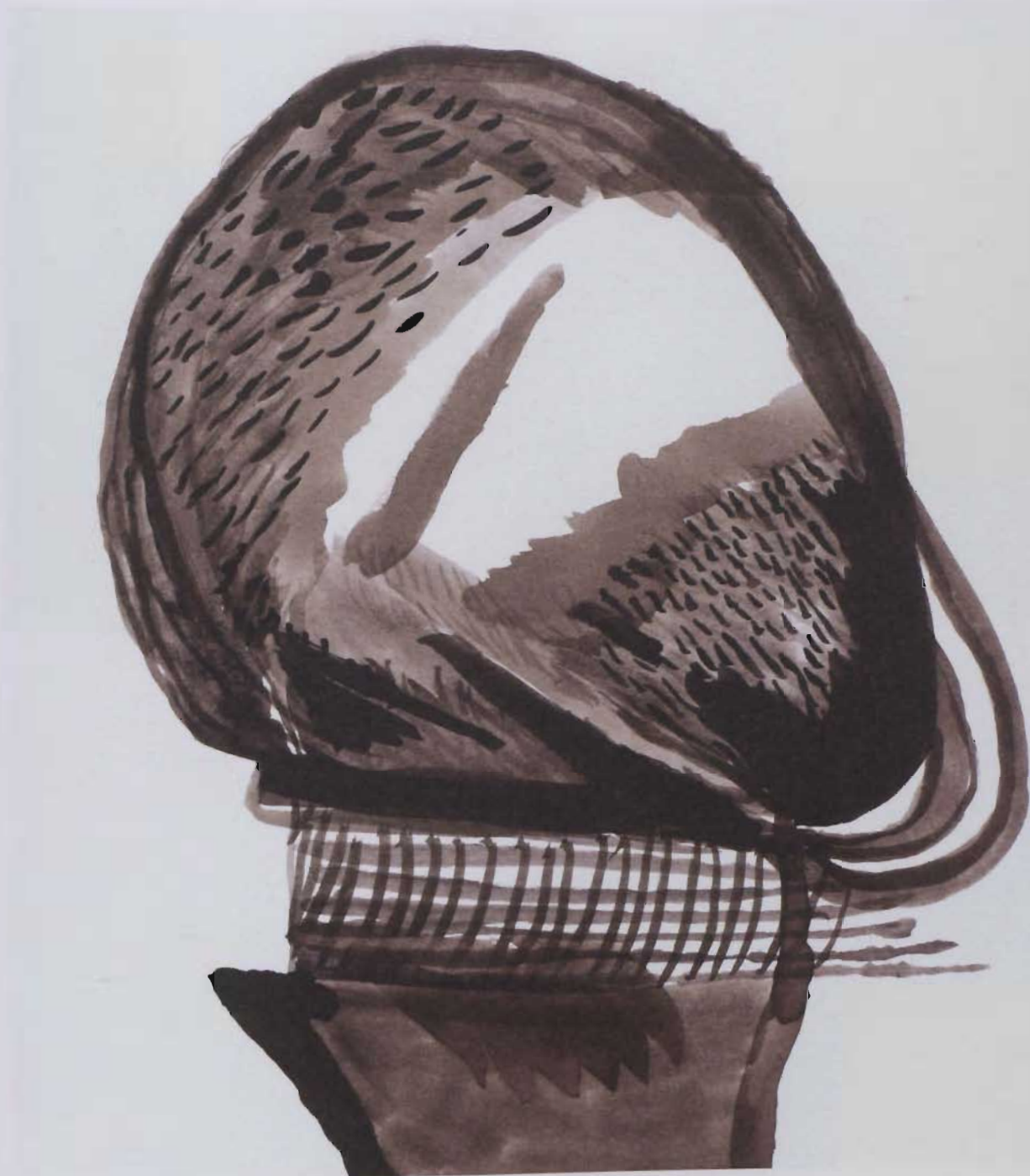
Max Olohan

'Fantasy Football'

086 1797534

olohanmax@gmail.com

I am using this space to create an inviting environment for the viewer, in which they can become the immersed spectator, similar to a football fanatic watching a match. The idea for creating this space is to engage the viewer from a football fans point of view while discussing gender and age.



Kurt Opperman
"Mindriot"
kurtoppermann@yahoo.ie

"I go through five pencils a day"



Nadia Shah

'Meetah Choice'

085 1435023

farahnadia1987@hotmail.com

Encountering the 'alternative' plagues a mind with greed, it seduces the weak and unsuspecting, and it consumes those wanting and willing. 'Meetah Choice' meaning sweet choice plays on a commonly recognised system, pick 'n' mix, to speak about cultural interchange and substitution. This work explores a world where an abundance of 'choice' is the ultimate sweet.



Laura Smith
 Untitled
 085 8243824
laura.smithfa@gmail.com

Laura Smith's practice focuses on the politics of the existing relationship between public and private. She is interested in how outside factors, the unknown or hidden manipulations affect our daily lives. Her three-channel video explores these tensions while resembling a silent war.

**Penelope Smith**

'I'm not sure yet'

087 9568427

penzomacmadd@yahoo.ie

www.origin.webeden.co.uk

Essentially a lens based practice, artist Penelope Smith is concerned with themes of omnipresence and omnipotence which are embedded into everyday societal systems of control. Penelope uses photography and video as her medium to explore these themes.

**Katie Togher***'Debris'*

085 1665837

katieogher@yahoo.com

Katie Togher's practice develops from an investigation into rural Ireland and its landscape. Her study focuses on areas suffering from a long history of depopulation and neglect. Using photography as a means of documenting this interaction with the landscape she aims to relate the reality that is a forsaken rural Ireland.

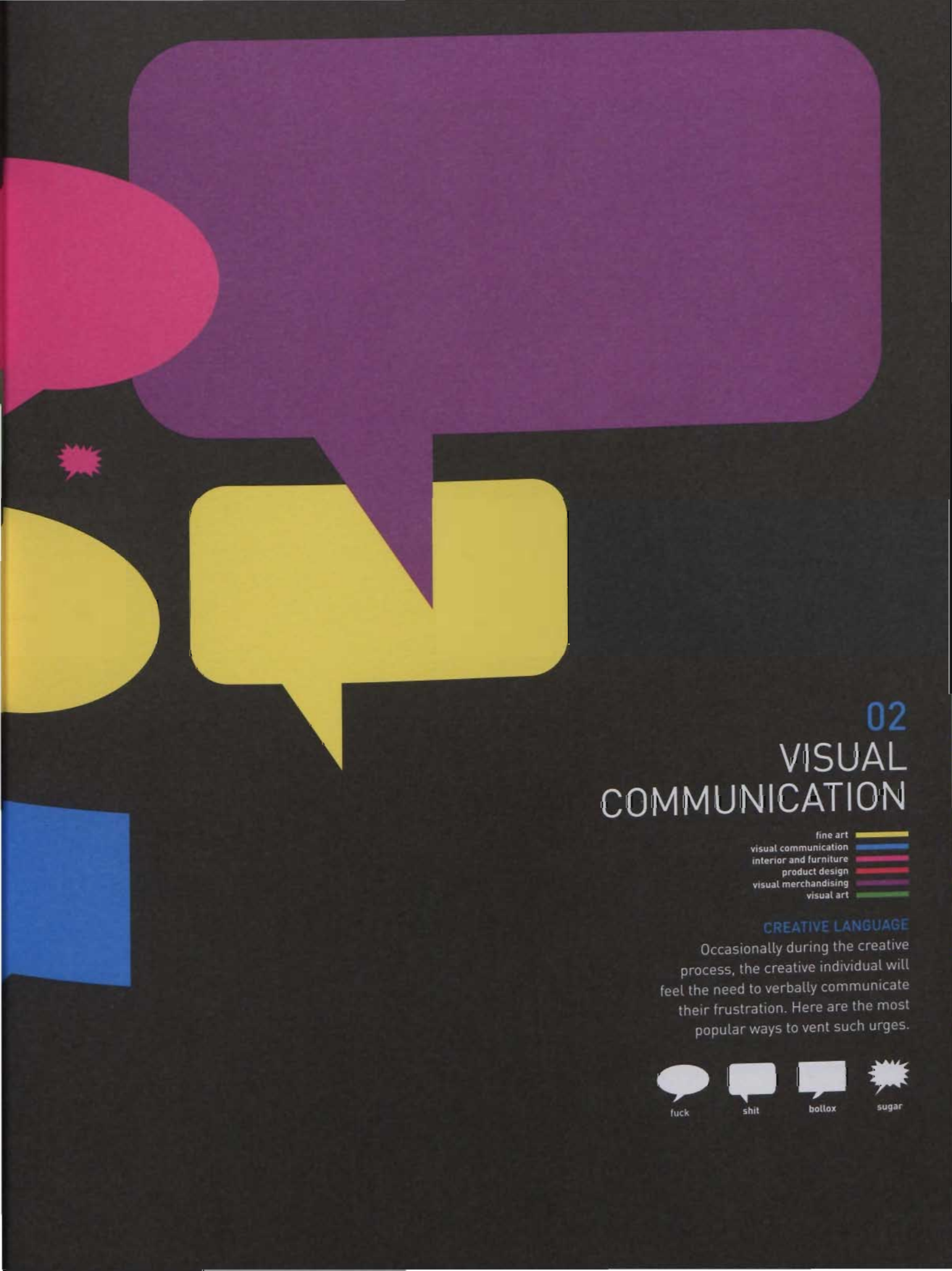


George Warren
 Untitled
 087 1318855
 georgealdol@hotmail.com

'If the fool would persist in his folly, he would become wise'

William Blake





02 VISUAL COMMUNICATION

fine art	yellow
visual communication	blue
interior and furniture	pink
product design	purple
visual merchandising	orange
visual art	green

CREATIVE LANGUAGE

Occasionally during the creative process, the creative individual will feel the need to verbally communicate their frustration. Here are the most popular ways to vent such urges.



fuck



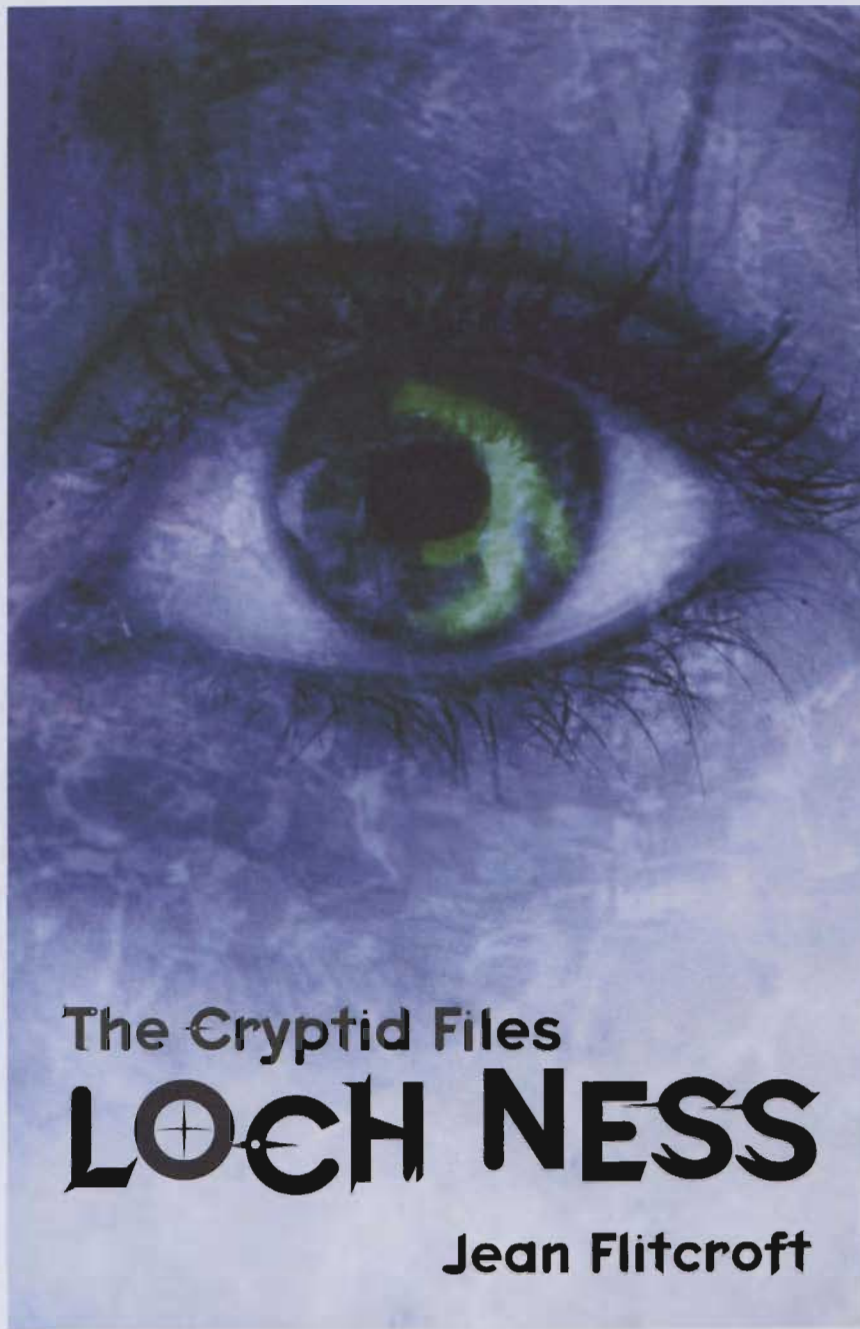
shit



bollox



sugar



Michelle Anderson

'The Cryptid Files: Loch Ness'

Imagemaking

086 0850866

illustrativedesigns.michelle@gmail.com

This cover was designed for a children's book, The Cryptid Files: Loch Ness by Irish writer Jean Flitcroft for Little Island books. The brief was to design a cover that had an eerie atmosphere and only suggested the Loch Ness monster. My inspiration came from the moment the main character first sees the Loch Ness monster and the amazement that she felt.



Olly Blake

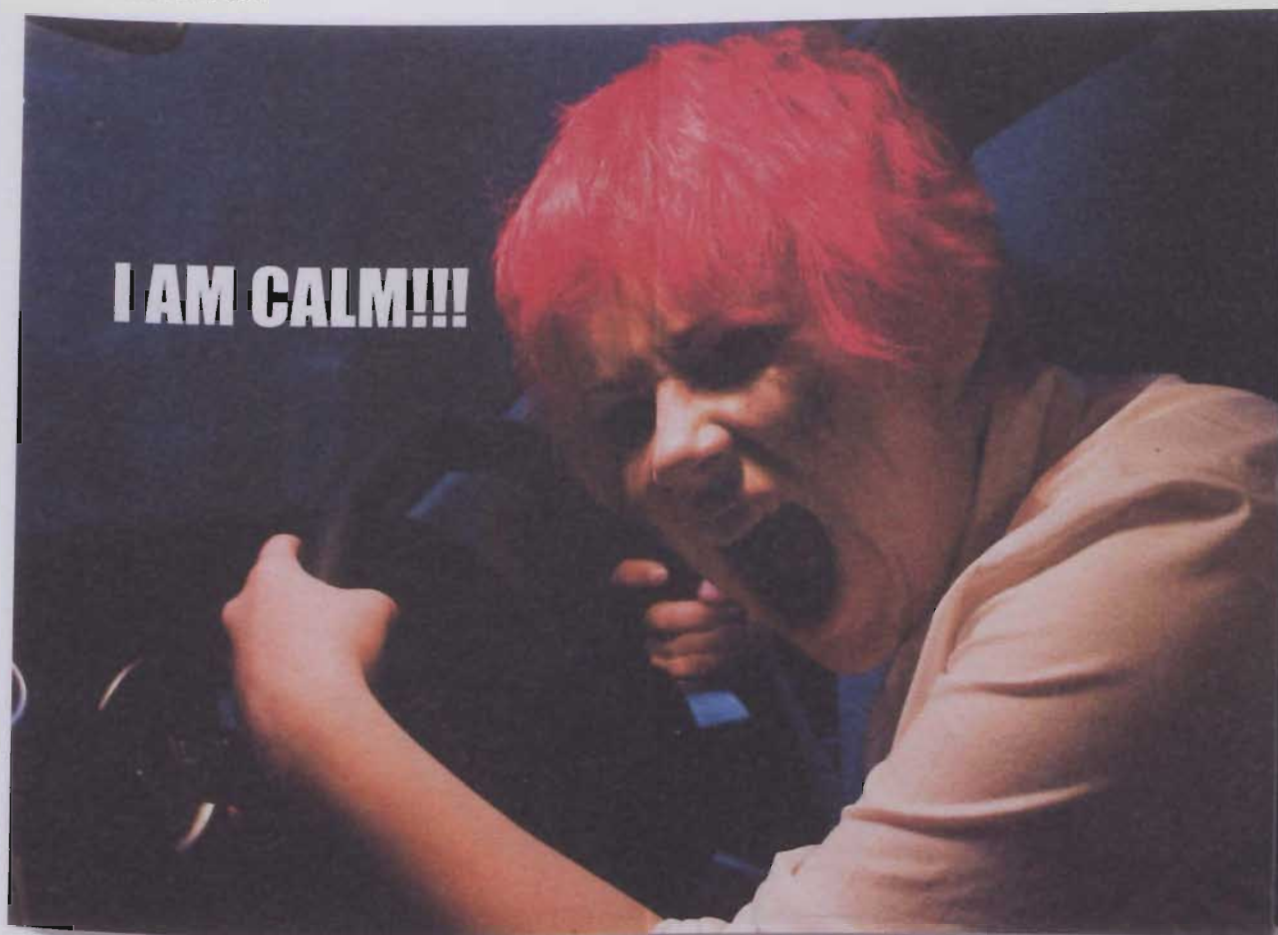
'Brom's Motorbike'

Imagemaking

085 1655774

www.ollyblake.com

I made my storybook to commemorate my grandfather. As an engineer he was always building, in fact he created so many things that people are puzzled about what some of them are used for. He also had a love for his Ducati motorbike. This was one of my most ambitious projects and one of the most pleasing to labour over.



Edana Cassidy
 'Welcome to my World'
 Imagemaking
 087 9633969
edanacassidy@hotmail.com

Over the four years in Visual Communications my main area of interest has been Imagemaking. Photography is usually my medium of choice but I occasionally incorporate illustration aswell. The project above was for the brief, Welcome to my World, were I chose to portray the unseen moments between a driving instructor and the unusual individuals she has encountered.

Bridge Biographies

Heuston 1891 - 1916 Sean Heuston was a rebel in the Easter Rising of 1916. With about twenty Volunteers, he held the Mendicity Institution on the River Liffey for over two days.	Sherwin 1905 - 1981 Frank Sherwin was an Irish independent politician who sat for eight years as TD for Dublin North Central, from 1957 until 1965.	O'Moore 1620 - 1655 Rory O'Moore was the King of Laois, Irish petty noble and the principal organizer of the Irish Rebellion of 1641. Belonged to an ancient Irish noble family descended from the mythical Conall Cernach.
Joyce 1882 - 1941 James Joyce was an Irish writer and poet, widely considered to be one of the most influential writers of the 20th century. His works include both <i>Ulysses</i> and <i>Dubliners</i> .	Mellows 1892 - 1922 Liam Mellows, revolutionary and socialist. He was active with the IRB and Irish Volunteers and participated in the Easter Rising and the War of Independence.	Mathews 1790 - 1856 Father Theobald Mathew was an Irish temperance reformer. He established the Abstinence Society which relied on one enduring an act of will to keep a person sober for life.
Rossa 1831 - 1915 Jeremiah O'Donovan Rossa was an Irish Fenian leader and prominent member of the Irish Republican Brotherhood.	Grattan 1746 - 1820 Henry Grattan was a member of the Irish House of Commons and a campaigner for legislative freedom for the Irish Parliament in the late 18th century.	Millenium 1999 - Present Built to commemorate the millennium. It was designed by Howley Harrington Architects and built by Price & Myers Engineers.
Ha'Penny 1816 - Present The bridge was built to replace the old system of ferries that crossed the river for a half pence a trip. It was refurbished in 2001 by Harland and Wolff, makers of the Titanic.	O'Connell 1775 - 1847 Daniel O'Connell was politician and nationalist. He campaigned for Catholics to sit in the Westminster Parliament.	Butt 1810 - 1879 Isaac Butt was an Irish politician and businessman. He was a member of the House of Commons and a campaigner for legislative freedom for the Irish Parliament in the late 18th century.
Talbot 1856 - 1925 The Venerable Matt Talbot was an Irish ascetic who is revered by many Catholics for his piety. Pope Paul VI declared him to be Venerable Matt Talbot, which is a major step on the road to his canonisation.	O'Casey 1880 - 1964 Sean O'Casey was a dramatist and memoirist. He was a member of the House of Commons and a campaigner for legislative freedom for the Irish Parliament in the late 18th century.	

Typographic Voyage

Dublin

Quay

A typographic journey through the heart of Dublin City.

Barry Coleman

'Typographic Voyage Dublin'
ISTD Brief 'True Geographies'

087 6168110

barrycoleman.design@gmail.com

'Typographic Voyage Dublin' is an exhibition that brings visitors and residents alike on a typographic voyage through the heart of Dublin city along the River Liffey. Fifteen bridges connect Dublin city, and this exhibition celebrates the people who these bridges were named after, the person, their words and their moments of importance in their contribution to Irish life.



Bonnie Collins

'Mr Meow'

Illustration

087 7528066

bonniecollins1987@gmail.com

For an image making project entitled 'Welcome To My World', I chose my cat. A stray that adopted us, he's both as spoilt and demanding as a child with mood swings and a wrath that would equal a Greek God. I portrayed his world as such, his domain where our family's presence is tolerated until his disposition turns sour.



Mark Conway

'Cluedo - Charleville Castle'

Imagemaking

085 7649620

markconwaymusic@gmail.com

It's not exactly the norm to live in a gigantic neo-gothic castle at the age of twenty three, but for my friend Michael it's a reality. Charleville Castle had always been a fascinating lure for my imagination, a place in my mind, as dark as it is beautiful. The result was a somewhat quirky take on my friend's living environment.



Hazel Coonagh
'Dog Days'
Imagemaking
086 1750061
www.hazelcoonagh.com

Hazel Coonagh's main focus is photography. This image is taken from the project 'Dog Days', derived from the 'Welcome to my World' brief. This project explores the preparations and relationships between owner and companion, within the competitive world of dog shows.



Emily Corrigan-Doyle

'Welcome to My World: Think Like A Tree'

Illustration

087 6674767

emilycorrigan-doyle@yahoo.com

This work displays my personal interpretation of a poem by Karen I. Shragg. Each piece contains around 50 different photographs taken by myself in areas such as Phoenix Park. Other elements of the piece include images of my own body. The purpose of this is to visually explore the correlations between human experiences and that of trees.



David Delahunty
'CODE'
Self-initiated project
085 7792217
www.coseedesign.com

This piece is taken from my self-initiated project I undertook for my final year. The project itself is set around an exhibition which explores the creative potential of code. Most people who have an understanding of design consider code to be banal and boring, but it can actually be full of life and exhilarating.



Kevin Dowd
 'Welcome to my World'
 Image Making
 087 7466316
 dowder145@gmail.com

I created a book detailing the questionable activities of my neighbour. I treated the project as an enquiry in to the goings-on behind closed doors. As the project developed an investigatory style emerged, somewhat based on the idea of a private-eye detective file, exposing the truth behind a series of events and gathering evidence toward an outcome.



David Dowling

'Dublin by Night'

Self-initiated - Photography & Photoshop

087 7932900

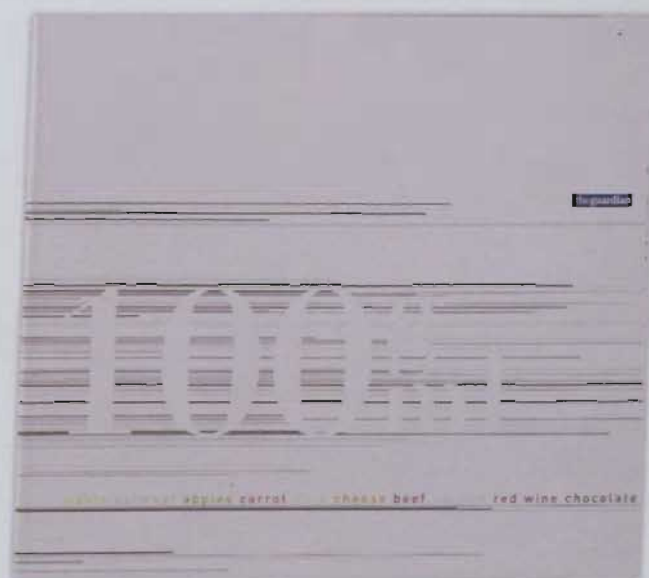
www.davedowling.net

'Dublin by Night' is a project I have wanted to do for a long time. The project was to capture nighttime in the city of Dublin in an honest way. I felt using candid street photography was the best way to show the city between 1am and 4am. This is a selection of 3 images from the series.



Julie-Anne Greene
"The Incredible Mum"
Imagemaking
087 6666523
jag108@hotmail.com

This project was inspired by my boyfriend's mum. Her life reminded me of a comic book because of the crazy stories she would tell me. I wanted to include all parts of her life, from her being a councillor for Fine Gael, to her getting a tattoo with her boyfriend the other week!



Maeve Keane

'100 recipes of 100 ml or g'

ISTD Brief '100'

085 7212397

maevissster@gmail.com

I designed a new style of cookery book that was much easier to navigate when cooking. The step-by-step guide, colours and larger type all make it easier to follow a recipe when you're rushing around the kitchen.



Avril Kelly

'A modern take on Lear's Limericks'

Self initiated project

0871258410

avrilkelly@gmail.com

This piece is from my self-initiated project which is a book illustrating a selection of humorous limericks written by Edward Lear in the 19th century. It was customary at that time for limericks to be accompanied by an absurd black and white illustration. I have illustrated my limericks using colour, pattern and collage to create a more fun, contemporary look.



Aoife Lally

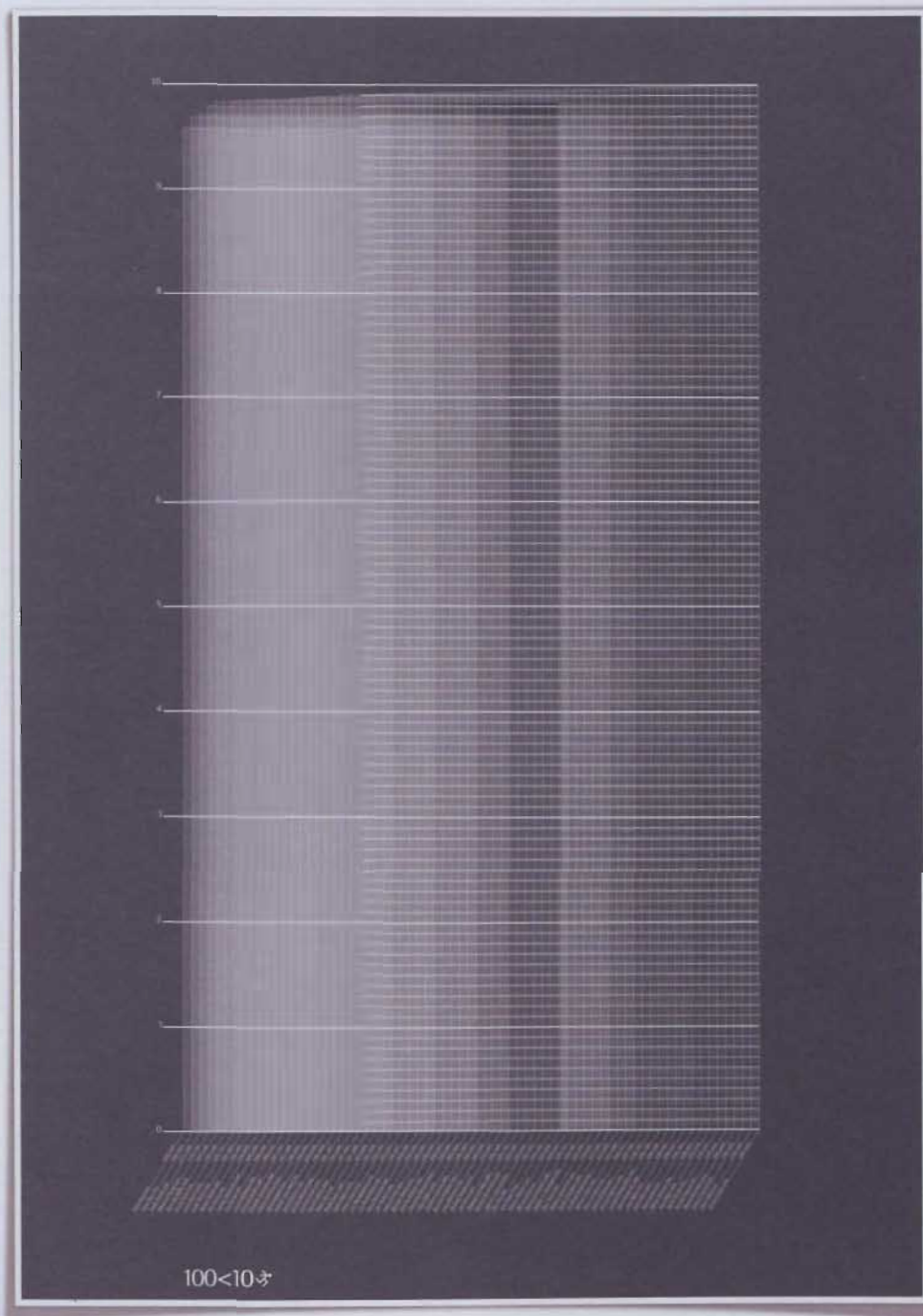
'The Life of Pi'

Imagemaking

087 9487167

pattonmymike@hotmail.com

Imagemaking is by far the subject which interested me most in D.I.T. This project was based around the book 'The Life of Pi' and this is the first image which appears out of six in total. The concept behind the images was that they would tell the story through the use of shapes and objects that appeared throughout the book.



Stephen McGuinness
"The 10 Second Barrier"
ISTD Brief "100"
087 6341263
www.gintorious.com

For this project, the aim was to show how something simple can be done in an extraordinary way; the 100 meter sprint is a true test of an athletes ability and to run it in under 10 seconds shows tremendous talent. A small group of men have achieved this and their times are displayed on this piece.



Cian McKenna

'Life of Pi' - Editorial Illustration

Imagemaking

085 7785231

www.smugairle.com

'I'm sorry to say it so bluntly, we don't mean to hurt your feelings, but you don't really expect us to believe you, do you? Carnivorous trees? A fish-eating algae that produces fresh water? Tree-dwelling aquatic rodents? These things don't exist.'

The Life of Pi - Yann Martel



Russell Meyler

'The Clown' (Unified Styles Apparel)

Self-Initiated

085 1388276

www.russellmeyler.com

This concept is for a t-shirt range, the idea itself is for one out of 9 shirts out of the range. The meaning behind this particular one is that of vanity and self-absorption. There are 3 groups in the entire range, 'Street Kings', 'Into The Wild' and 'City Slickers' - she is a 'City Slicker'. I believe Illustration is my forte.

Shoreditch: a visual narrative

about: login upload download print



explore shoreditch and devise your own, personal, visual narrative
words lead you to images which tell a story
print or download your narrative when you're done
login to upload your own words and images so others can benefit from your experience



Shoreditch: a visual narrative

Login

username

password

url required! required! 255

Conor Murphy

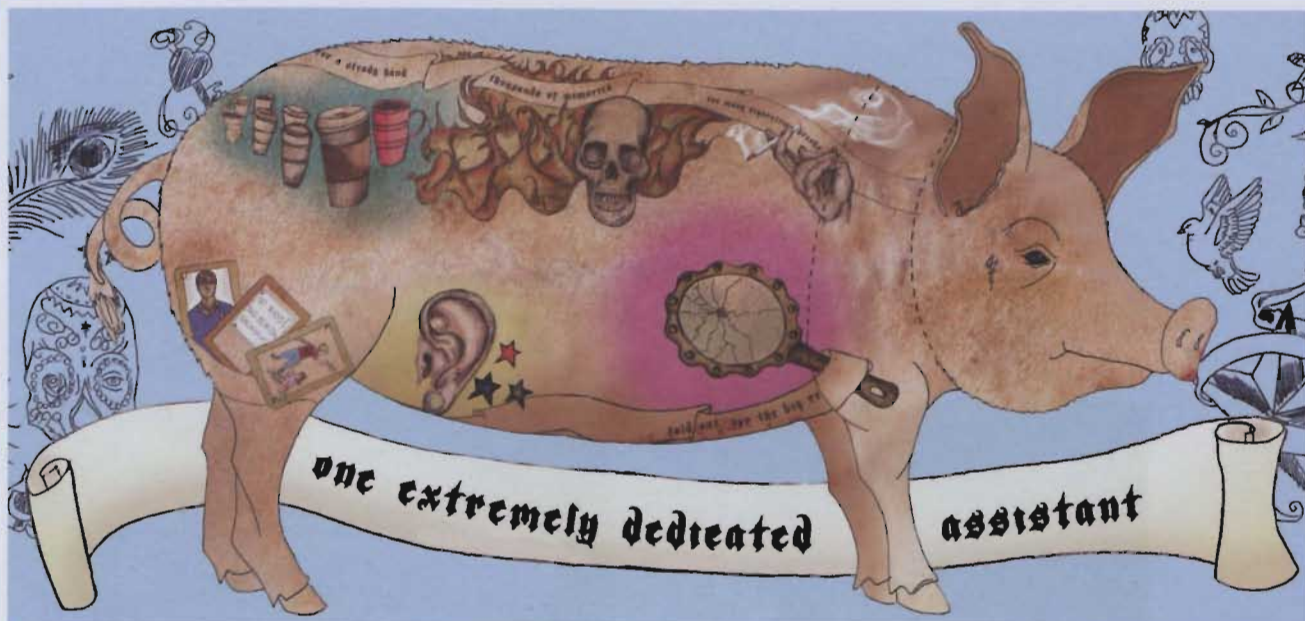
'Shoreditch: A Visual Narrative'

Design for Digital Media

086 7900331

www.bittergraphics.com

Explore Shoreditch and devise your own, personal, visual narrative. Words lead you to images which tell a story. Print or download your narrative when you're done. Login to upload your own words and images so others can benefit from your experience.



Dara Ó hÉaífa

Welcome To My World
Imagemaking
083 3092255
www.daraohéaífa.com

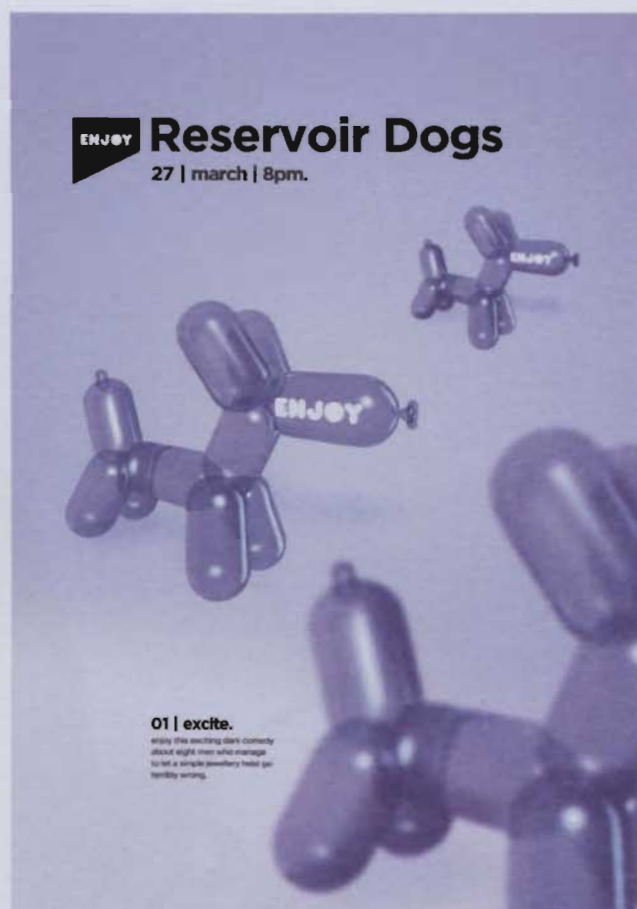
The book I designed may appear, at first glance, like a vacuum packed side of bacon. I was fascinated to learn that tattoo artists will use pigskin to practice and perfect their craft. My illustrations record various tattoos that symbolize the day-to-day habits of a tattoo artist and many of the tattoos requested by her clients.



embrace

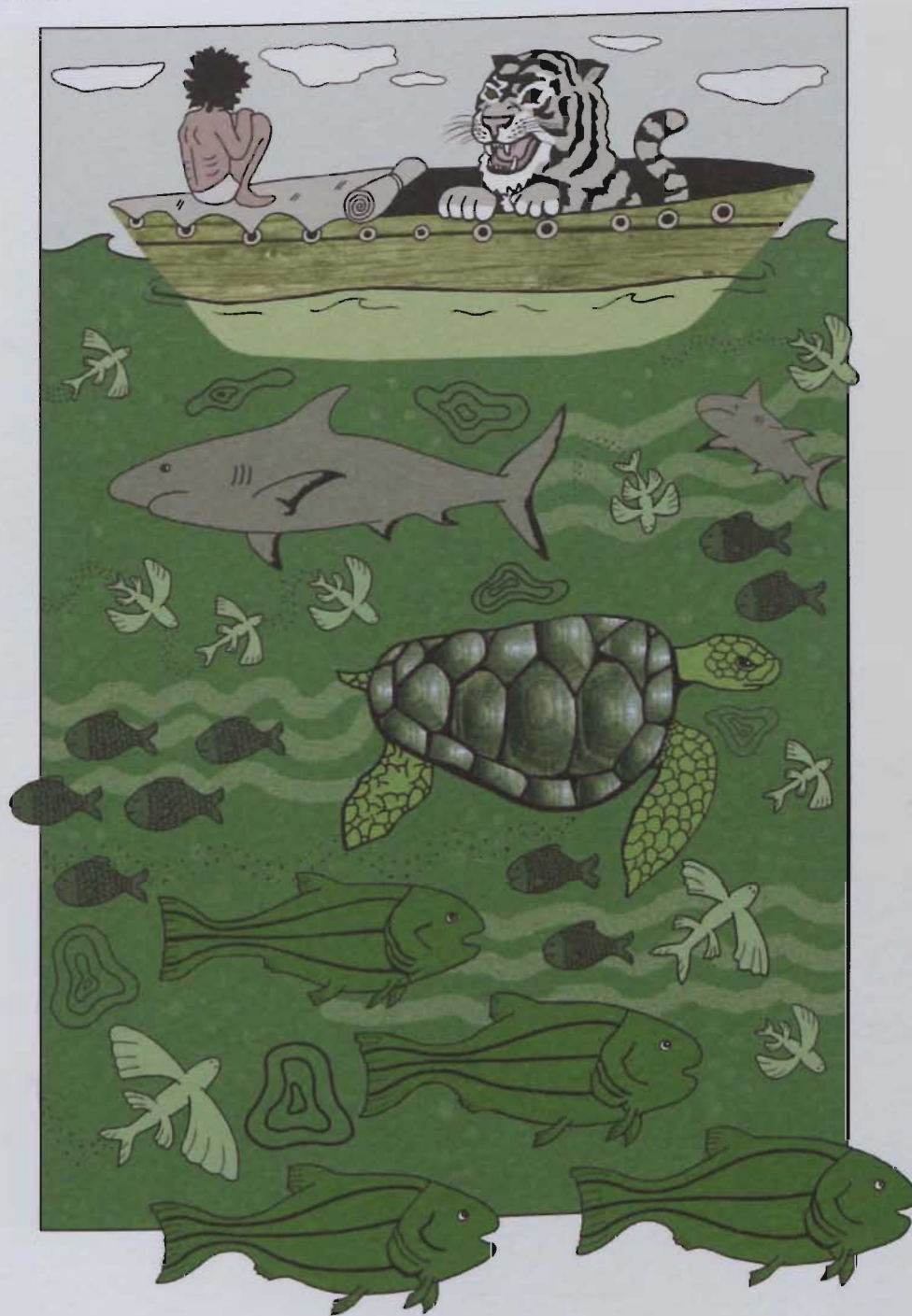
Benjamin Russell
'Channel Ace'
ISTD Brief 'Channel X'
087 9564595
jaminrussell@hotmail.com

The requirements for this brief were to create a brand, logo, identity for Channel X. I came up with the name Channel Ace, which would bring a new fresh and exciting look to the identity, through a promotional advertisement campaign. The idea was to make the new look stand out amongst the avalanche of other competitive brands.



Gerard Slevin
 Enjoy TV Posters
 Design for Print
 086 0766544
www.gerardslevin.com

The aim of this project was to create an identity for a brand new television station. My main goal was to portray the station as a fun, exciting and entertaining one through the use of strong imagery and typography. The 3D typographic poster above is an anaglyph and can be viewed through 3D red/cyan glasses to display a mind-blowing effect.



Deirdre Spain
'Sea Traffic'
Illustration
087 9619900
deirdre_spain@live.com

This image is the fourth in a series of six created to illustrate the novel 'Life Of Pi', by Yann Martel. This image depicts the submarine traffic seen by Pi from his lifeboat. I used texture from photographs to add depth and interest to the images. This style of illustration is used to portray Pi's imagination in a whimsical way.

**Laura Wilkinson**

Editorial Images -The Life of Pi

Imagemaking

087 9784512

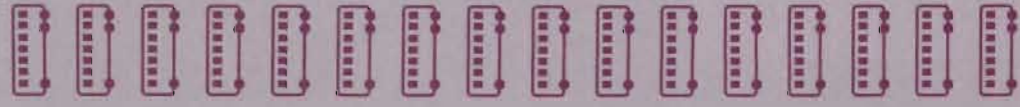
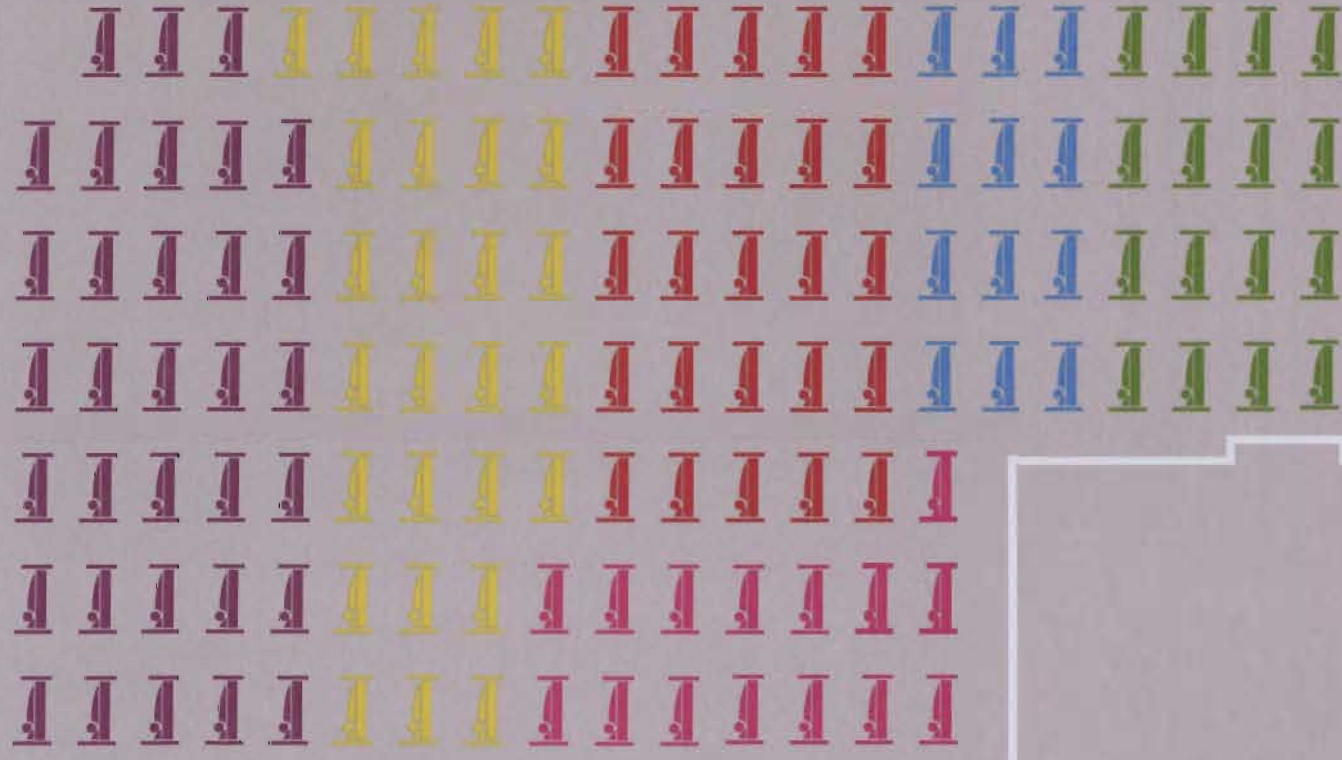
lollywilko@gmail.com

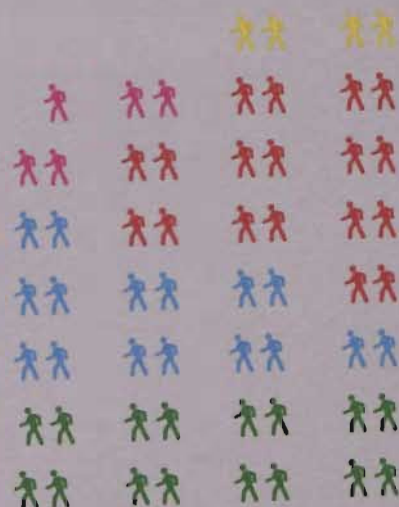
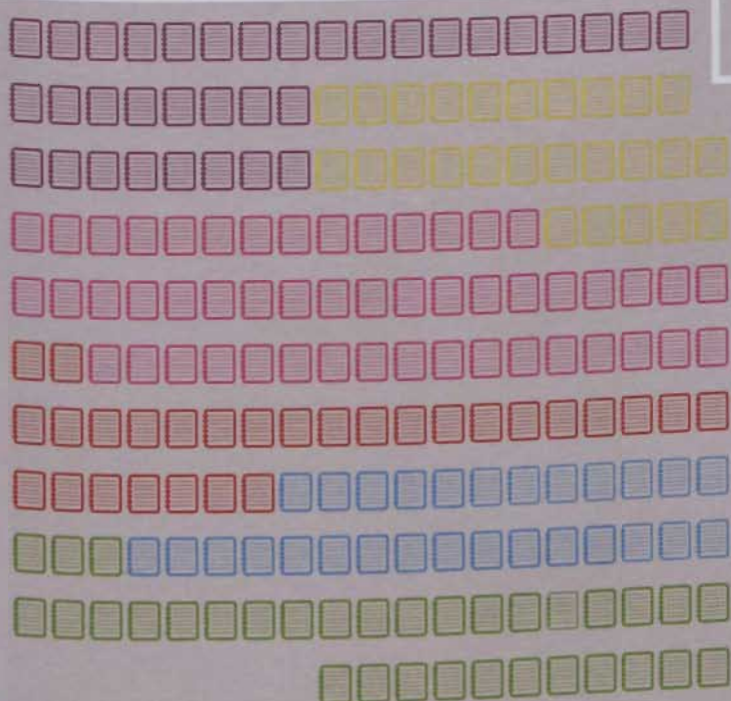
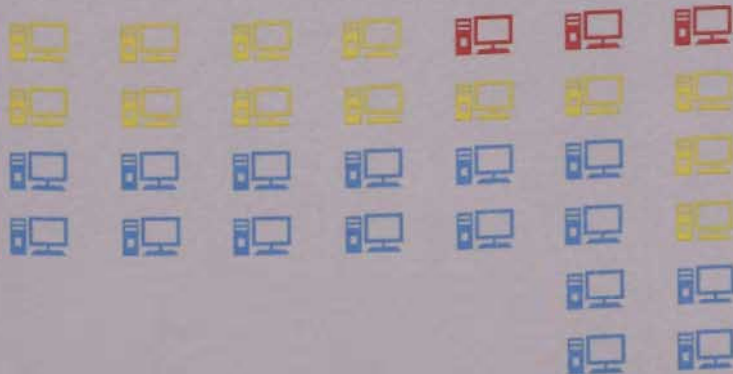
This is an image taken from my own visual representation of the book, *The Life of Pi*. I choose to illustrate through an Indian style, of bright colour and pattern, picking up the main character's familiar culture and background. My images are bright and playful as this echoes Pi's story, as it is full of life and energy.

**Paul Woods**

'Consider This' paper waste awareness calendar
 ISTD Brief 'Imbalance'
 086 0860408
www.paultheillustrator.com

The aim of this project was to produce a piece of work that not only explores the imbalance between Man and Nature, but to create something that can actually make a difference, and spread the message of change. These large format calendars presents the issues of deforestation in a tangible way for the individual and, hence, showing how their actions can contribute; for better or worse.





03 INTERIOR AND FURNITURE DESIGN

fine art
visual communication
interior and furniture
product design
visual merchandising
visual art

WHERE IN THE WORLD?

Whether on the bus, taking a stroll or asleep in bed, creative ideas strike in the strangest places. Here are the most popular creative locations amongst our students.



Shower/Bath



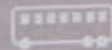
In front of a notebook



Walking



In front of a computer



On the bus/train

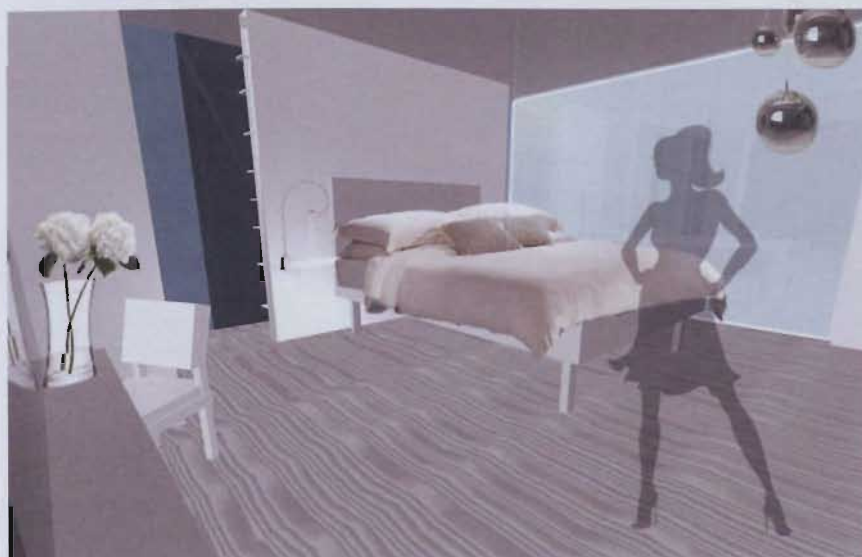
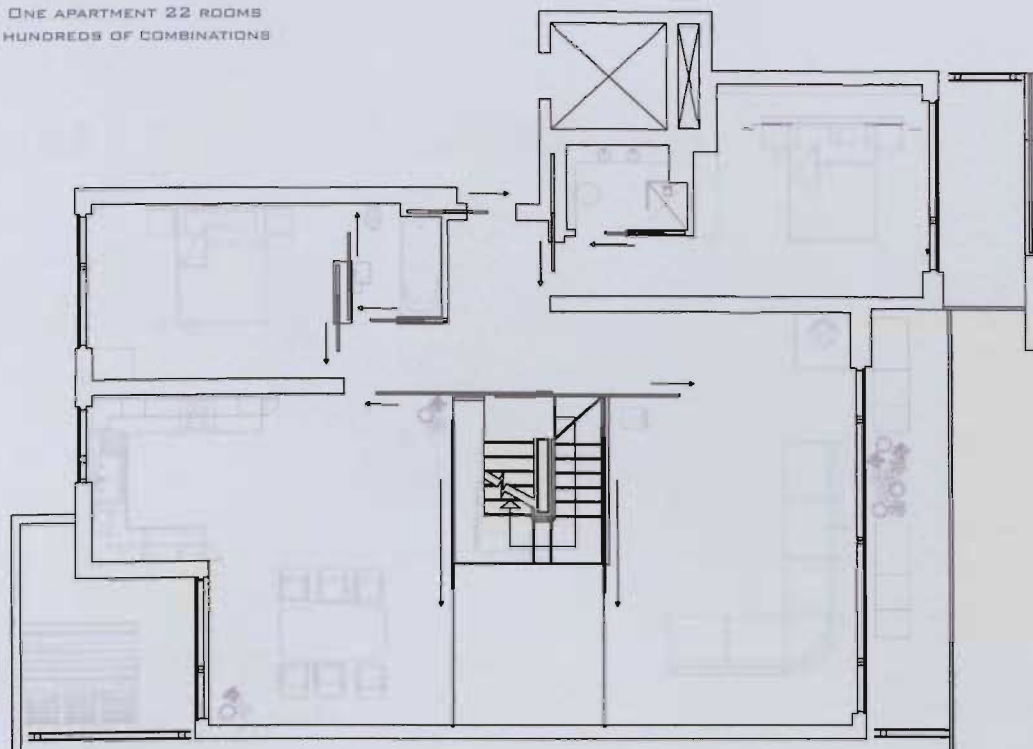


Talking with friends



In bed

MODULAR PLAN
ONE APARTMENT 22 ROOMS
HUNDREDS OF COMBINATIONS



Elaine Byrne

'Modular Living: 1 apartment, 2 clients, 22 combinations'

Habitat

087 9655965

elaine@glanmire.ie

My design allows the clients adjust the layout, as they require. It can be left open plan or areas can be isolated to create different spaces. Achieved by four feature sliding walls and pocket doors throughout. The reflective finish and minimalist aesthetic enhances the apartments ability to transform with the time of day, mood and even function of the clients.



Amy Clare
 'Interactive Space'
 Habitat Project
 087 2852376
 amylooise3@gmail.com

My concept for my apartment was to create a system of movement. This involved spaces that fit into one another and can be manipulated by the owner to create a new atmosphere. The journey through the space becomes a journey filled with movement. This allows you to create your own personal environment.



Lucy Clarke

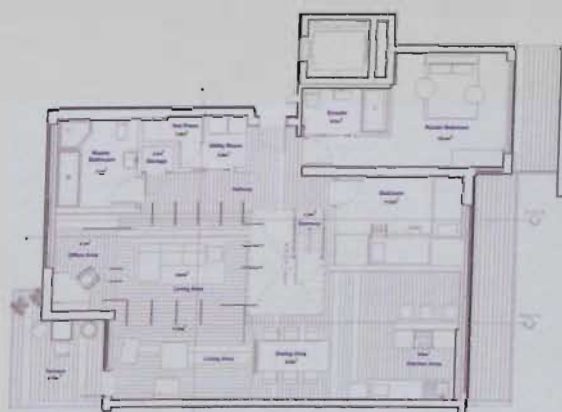
'Emporium'

Retail Module Semester 2 '3rd Year

086 3249646

lucyclarke86@gmail.com

The aim of this project was to adapt The Odeon on Harcourt Street into a multi level retail space. My design concept was inspired by the Art Deco light structures from the original building. I designed iron framed box units that incased visual displays, coloured glass, lighting and merchandise while incorporating fitting room units. Creating the lifestyle store Emporium.



Deborah Conlon

'Habitat'

Studio Project 1 - Apartment

087 7631412

deborahconlondesign@gmail.com

I considered the cog to develop my concept for this project; an idea inspired by the history of the Dublin docklands. I focused primarily on their reactive movements. This led to the idea of creating an adaptable living space through the use of adjustable partitions which can be arranged in a variety of different ways to best suit the user.



Danielle Dignam

'Crystal Retail Unit'

3rd year: Retail Project

087 7791124

danielle.dignam@student.dit.ie

This project was done in my 3rd year of college. It was a retail unit designed in the Odeon, Dublin. I was inspired by the large glass panels from the existing building. I then researched glass making that was done during the Art Deco Movement, the time the building was constructed. My ideas evolved from the *broken glass* effect.



Barbara Dooley

'Habitat'

087 9858402

barbara.dooley@student.dit.ie

The concept of this project came from the architecture and materials seen down in the docklands. I created an instillation for the apartment to divide up the space in a dynamic way. The instillation is repeated in angular forms in the bedroom and bathroom.



Michelle Dunne
 'Leisure- Gym Design'
 086 0892816
 michelledunnedesigns@gmail.com

The forms and voided spaces within the Gym developed from my observations of the human spine.
 Centre Visual is a gym entrance and reception area.
 Left Visual is a circuit training podium and weights area.
 Right Visual is a cardio room and spinning platform.



Caroline Flannery
 'Habitat'
 087 6652093
 flannery.caroline@gmail.com

An artisan dwelling becomes a capsule, providing two separate living spaces within its ancient walls. The occupants can manipulate the space and lighting to create a party pad, an office, a zen retreat. Your living space does not define you, you define your living space. The spatial definition of HOME is left to its occupants.



PLAN VIEW



PERSPECTIVE VIEW



ELEVATION VIEW



END VIEW

Katie Gilroy
 'Triangular Chair'
 085 8176528
 katiegilroy21@hotmail.com

My inspiration for my chair was simplicity of triangles, I also wanted the chair to make a physical connection with the individual sitting on it through form, the angle that the back rest is position achieved this. It is very inviting and comfortable. It offer real support to the body.



Rebacca Horan

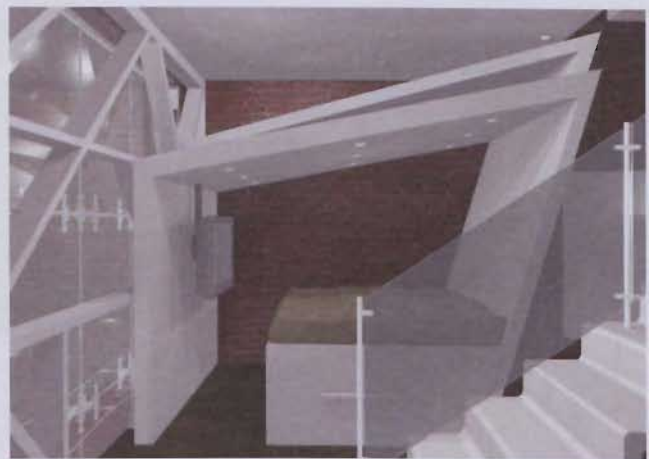
'Tetris Apartment'

Plan and Visuals for Habitat Apartment

087 9021563

rebhoran@hotmail.com

The Dublin Docklands were the site of research for this project. Upon investigation of the area I noticed that the apartment blocks resembled Tetris. From this I developed up my idea for the apartment using each room as a piece of Tetris and used the core colours within the game to create the colour palette for the various rooms.



Niamh Hughes

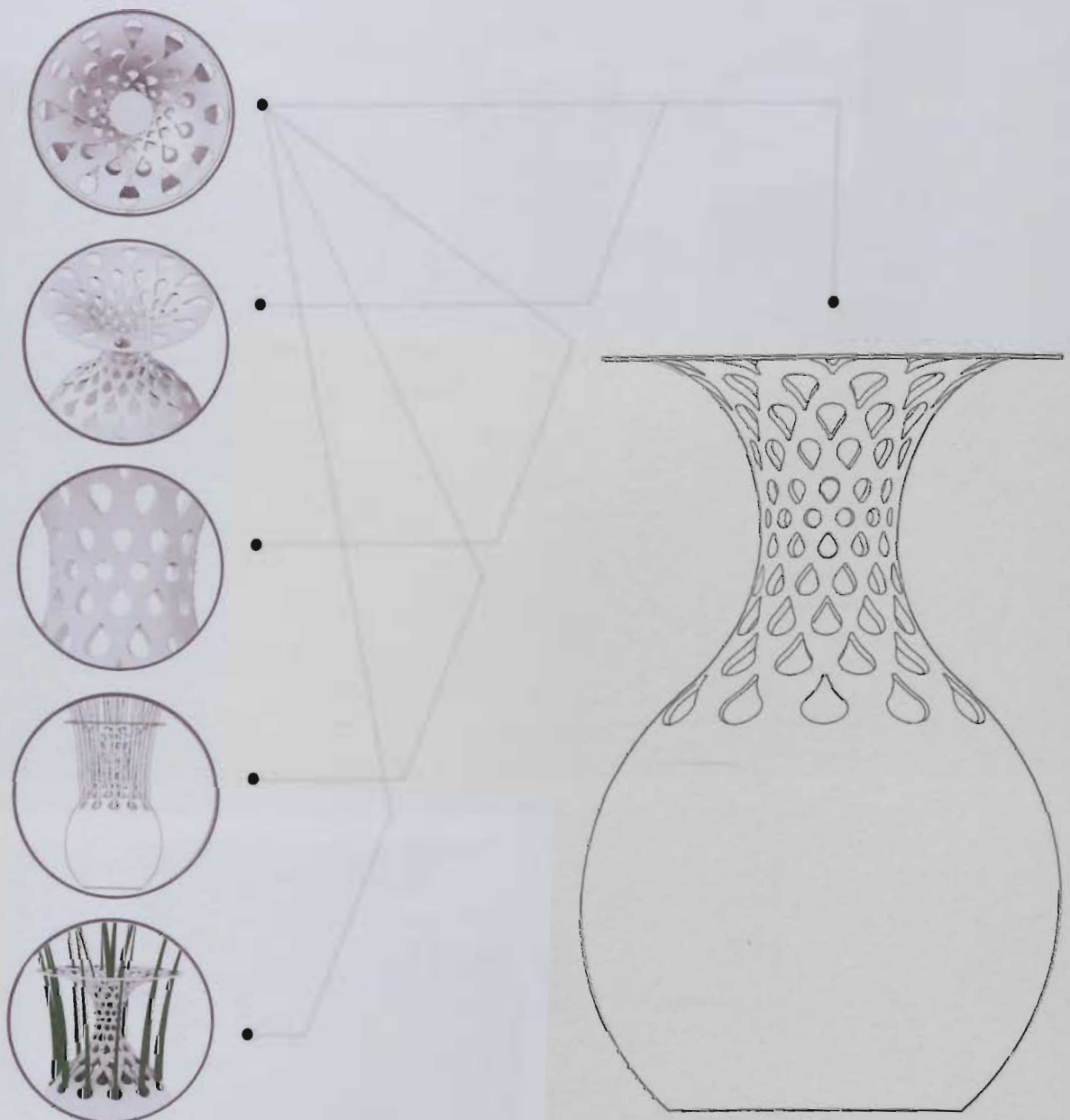
'Habitat'

Studio Project 1 – Dublin Docklands Apartment

087 6157537

niamhhughes@yahoo.com

The concept of my design is the contrast of new and old/ salvaged material and the way in which these materials react with natural light. The space contains one main form created to optimise the limited space while the moveable component allows for more practical living within the abstract space.



Ailín Lacey

'Vase'

Design Thesis

085 7298530

ailinlacey@gmail.com

This vase was created with the act of flower arranging in mind. Through slight alterations in surface treatment, the vase, though familiar in form, becomes unfamiliar in use, moving the classical decoration beyond its conventional aesthetic appeal to now house a strange functional role.



Stephanie Kennedy

'Habitat'

Studio Project 1 – Dublin Docklands Apartment

085 8373939

stephaniekennedydesign@gmail.com

The concept for my Habitat apartment evolved from my clients differing schedules: a young professional who is active in the morning and a student who rises later in the day. The angles created within the space reflect the journey of natural light within the apartment from east to west throughout the day.



Thomas Leggett

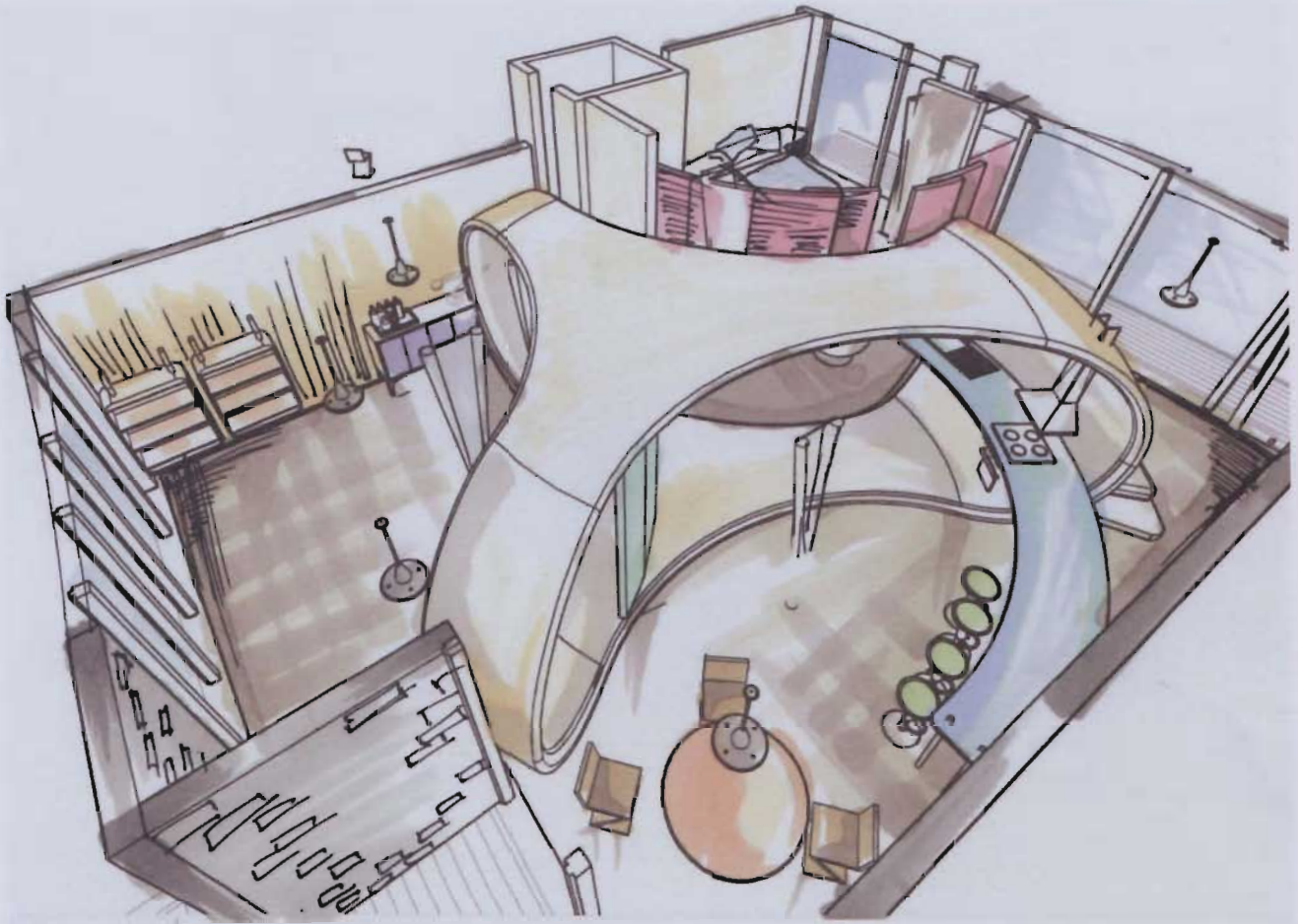
'The Harcourt Fashion House'

Retail

085 1400874

<http://ie.linkedin.com/pub/thomas-leggett/1a/bb2/209>

The aim of this module was to examine an existing commercial building and to adapt it to a multi level retail unit. The concept for the design was inspired by transport posters of the Art Deco period.



Fiona Lemasney
 'Apartment on the Dublin Docklands'
 Habitat
 086 3242713
 phionagh@gmail.com

Industrial elements, found on the Dublin Docklands, specifically cogs and wheels served as inspiration for this apartment design. The brief was to create an urban free form living space for an artistic and Bohemian couple. I achieved this through an insertion which derives its form from the twisting motion of the aforementioned cogs.



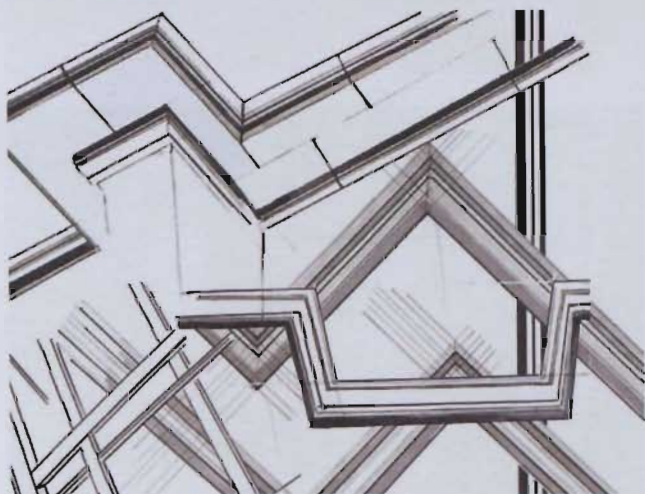
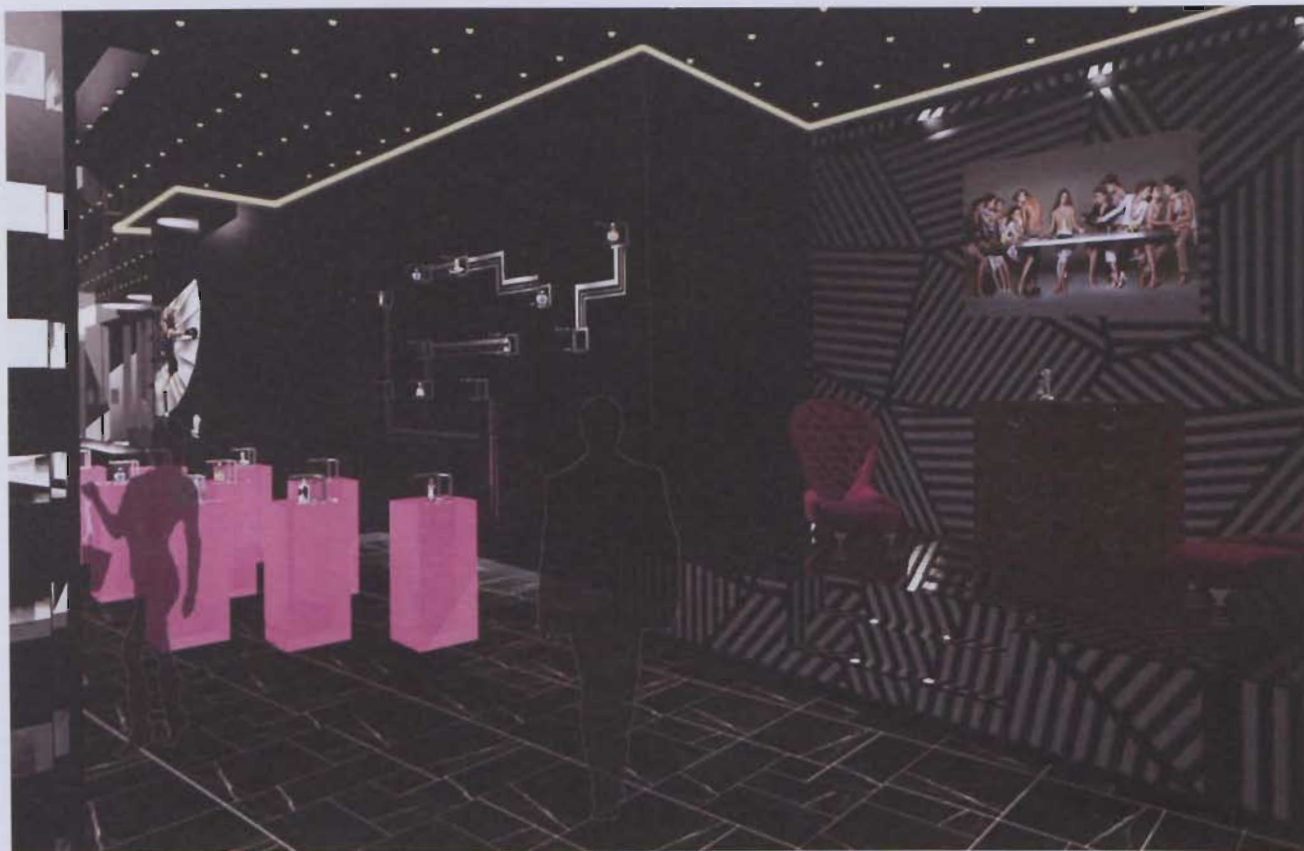
Sophia Lennon

'Habitat Project'

085 1693244

sophia_lennon@hotmail.com

As I engaged with the docklands I was drawn to the strict and precise geometry of the glass and concrete structures. I sought inspiration from the English fashion designer, Gareth Pugh. Looking at his bold and graphic pieces. The apartment was designed for a young professional couple who work, rest and play in their home.



Kathleen Levacher

'Retail/Lifestyle Store'

'CAD generated interior views/Concept' sketch

087 2816393

kayth.levacher@gmail.com

The above retail project aimed at redesigning Harcourt Street's Odeon Bar into a multi level Retail unit. Examining the linear elements composing the external facade of the structure, led to researching the work of Donald Judd and principles of Op Art. These two concepts transformed the Odeon into a dramatic and exhilarating space.



Suzanne Lynch

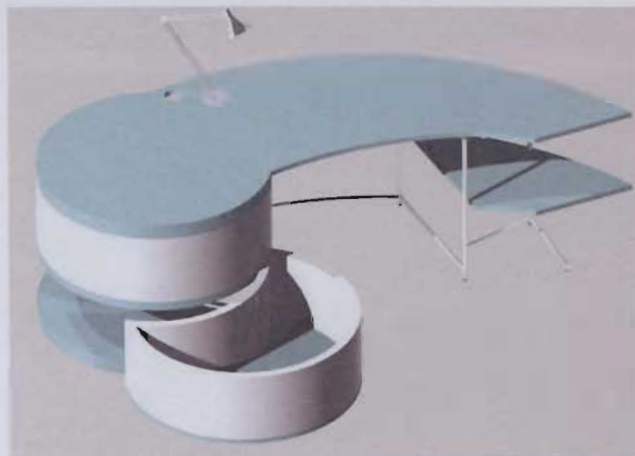
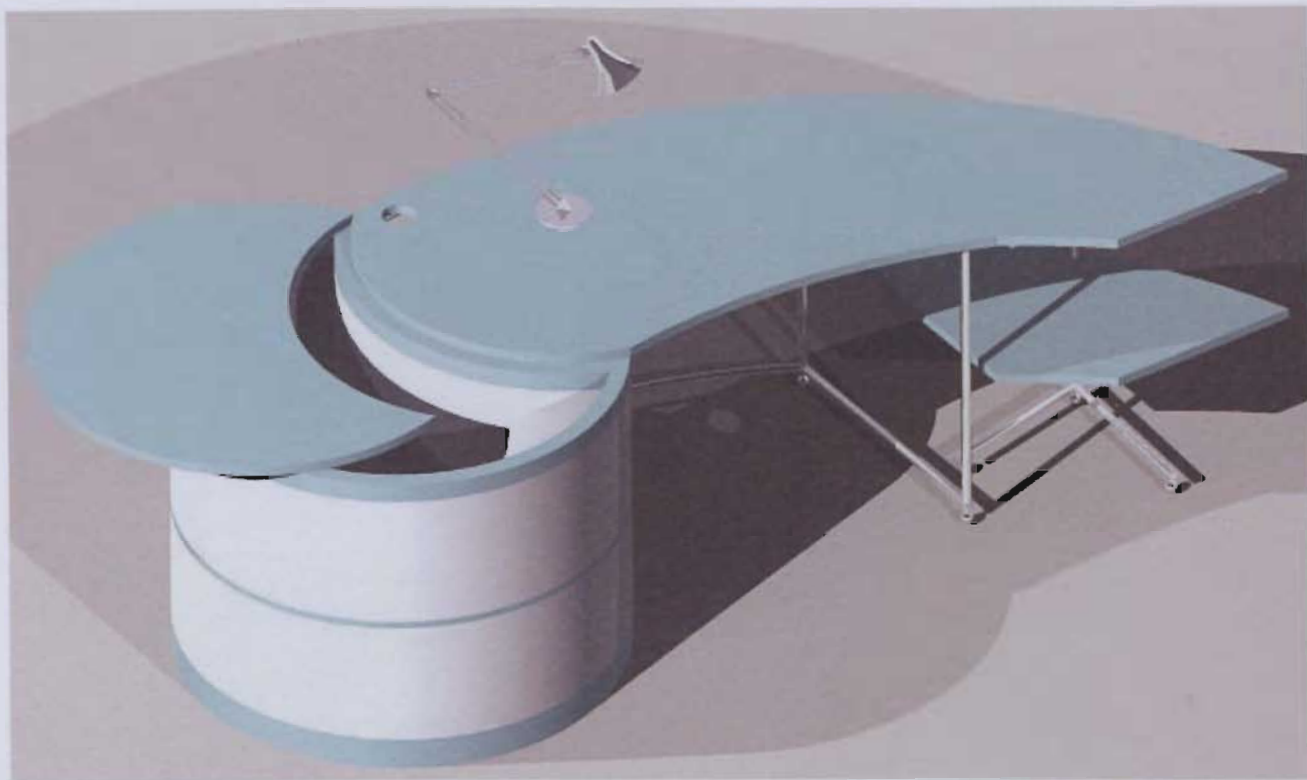
'Leisure Centre'

Rendered Visual of the Lobby, Spa Area & Gym Area

087 1303796

suzannelynch1719@hotmail.com

The concept for the interior of the Leisure Centre is based on the movement and energy from woven material which led to a dynamic form insertion. The form unfolds throughout the interior. The space is enclosed yet slightly reveals through transparency and materiality, the activities going on within.

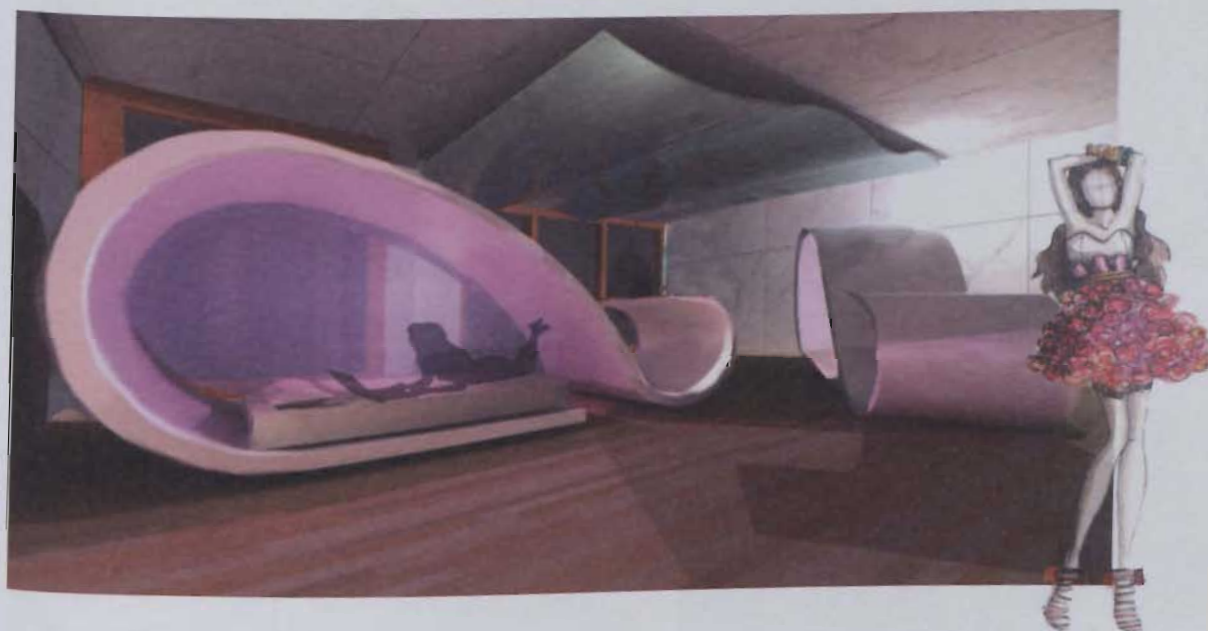
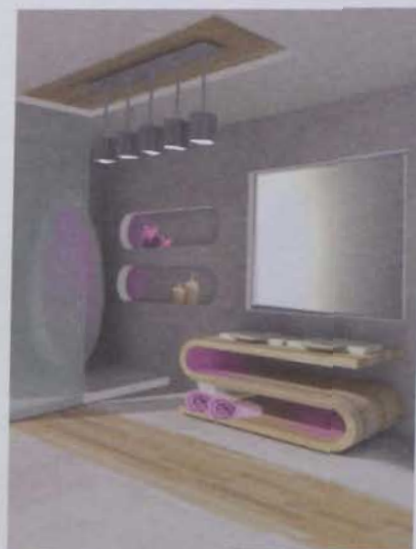
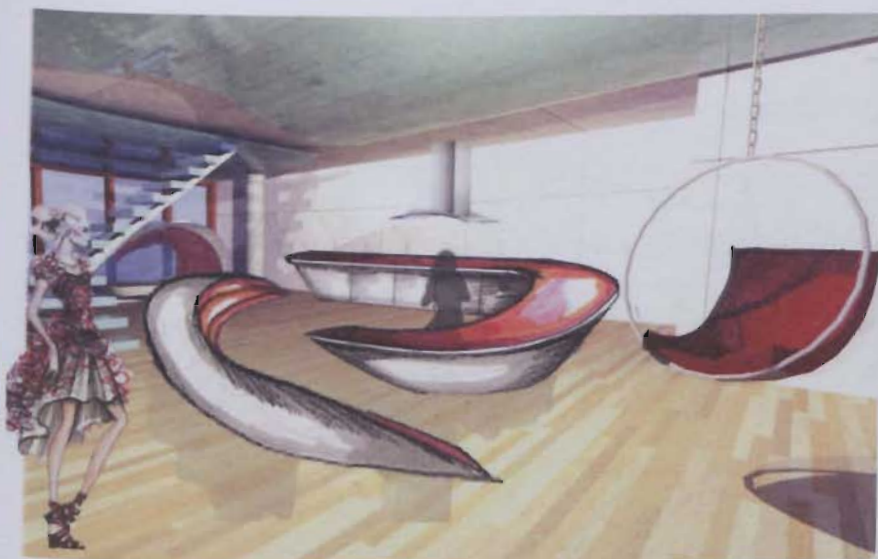
**Margaret Martin**

Workstation

087 0637323

margaret.m123@gmail.com

This modular workstation was designed specifically for the college environment where students may require easily accessible personal storage facilities and a large surface area for project work. The system is also designed for units to create a variety of combinations for lectures and group activities.



Susan Mc Adam

"Habitat Project"

suziemcadam@gmail.com

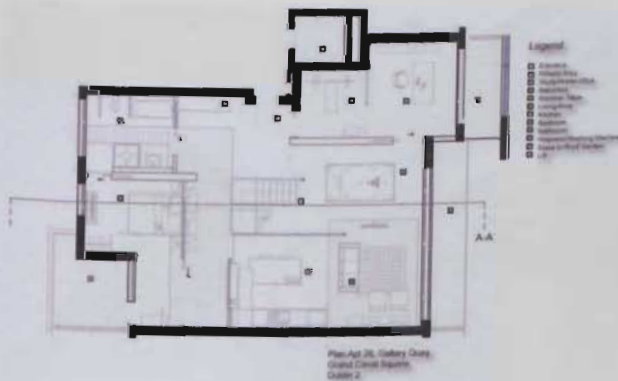
www.suziemcadam.com

This transitional, dynamic space is formed through the use of living pods, which provide for the private functions of the inhabitants, study, dream and solitude. These moveable components encourage interaction and engagement between the inhabitants. The public space becomes a utopia for design ideas and development.



Gráinne Mc Neely
 'Habitat Apartment'
 Habitat Module
 086 0615631
gra_mcneely@hotmail.com

My aim for the project was to create a place that is warm, and envelops you in the space, while still having an open plan, airy feel. The insertion of large, almost canopy like cocoon "beams" in the space, that stretched from floor across the ceiling achieved this. These "beams" broke up the apartment space without the use of walls.



Sarah Moffitt

"The Cantilever Effect"

Habitat

087 9983142

sarahmoffitt2004@hotmail.com

My concept for this apartment on Grand Canal Square, came from the newly constructed Samuel Beckett Bridge in Dublin, designed by Santiago Calatrava. Through the use of steel cables, glass and cantilevered features, I have brought an almost weightless appearance to a bright, open-plan space. As Le Corbusier predicted, space, light and order have become necessary for modern living.



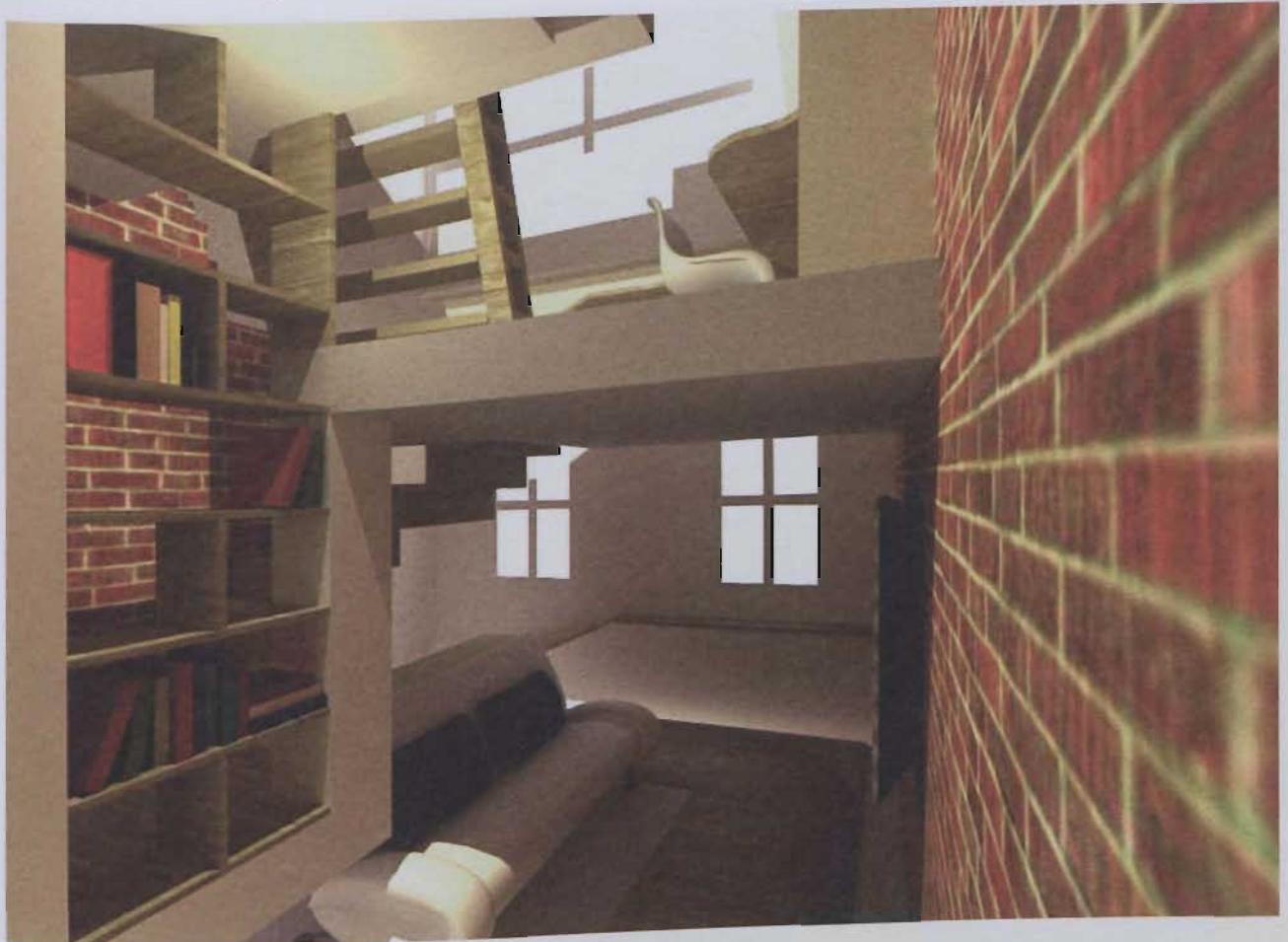
Veronica Moran

'Odeon Retail Design'

086 1992328

veronica.moran@student.dit.ie

The conceptual basis for this retail design came from a carved motif feature already existing in the Odeon building. As I studied and sketched the motif, its form soon became vividly fluidic and thus evolved into a self sweeping, free standing structure, which pours itself through the building, creating interesting curvilinear retail surfaces and spaces.



David Nolan
'Habitat Project'
085 1620638
davidnolandesign@gmail.com

Words can't describe my design process.



Fiona Nolan

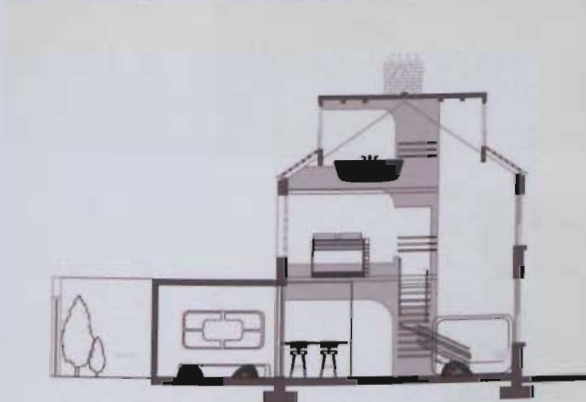
'Gallery Quay, Dublin Docklands'

Habitat

fi.nolan@gmail.com

www.fionanolan.ie

It is a contemporary 2 bed penthouse apartment, located in the Dublin Docklands. Initial site explorations inspired the conceptual idea of 'living in suspension, floating in Light'. Designed for a young entrepreneur, the penthouse offers a large open plan kitchen, living, dining & study area. Low maintenance with ultimate relaxation/entertainment opportunities was a key desirable for the design.



Lisa O'Neill
 'A machine for living'
 Habitat
 087 4169708
 lisaoneill060@hotmail.com

My aim for this project was to create a relaxing space within busy Dublin City surroundings. My concept was taken from machinery displayed along the docklands. I incorporated this concept into the three story building to form an installation which works within the space to create 'a machine for living'.



Cliona Reid

'Habitat'

086 3260675

cliona_reid@hotmail.com

This project was inspired by the Grand Canal Docklands. The aim was to integrate the outdoor ambiance in to an interior space with the use of an indoor garden, within an area which was historically industrialised.

I designed an environment that would be suitable as both a home and a workplace while meeting the requirements of the modern professional.

**Jill Ryan**

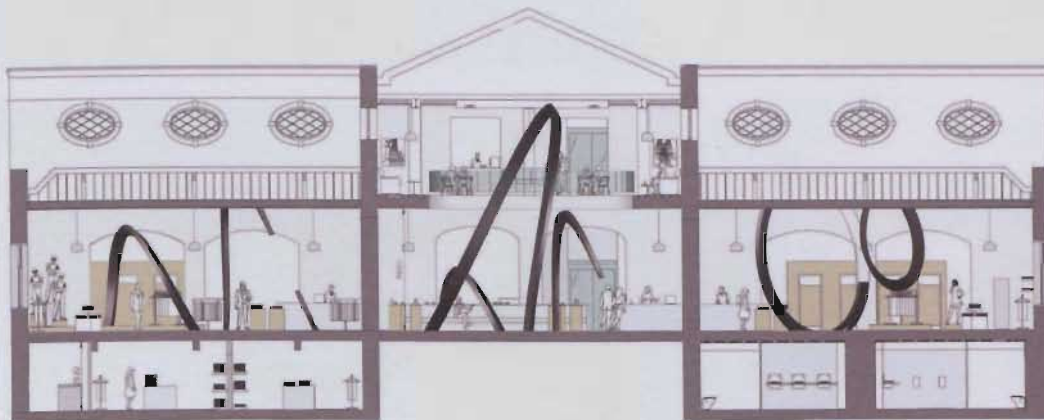
'Grand apartment'

Habitat

085 8345056

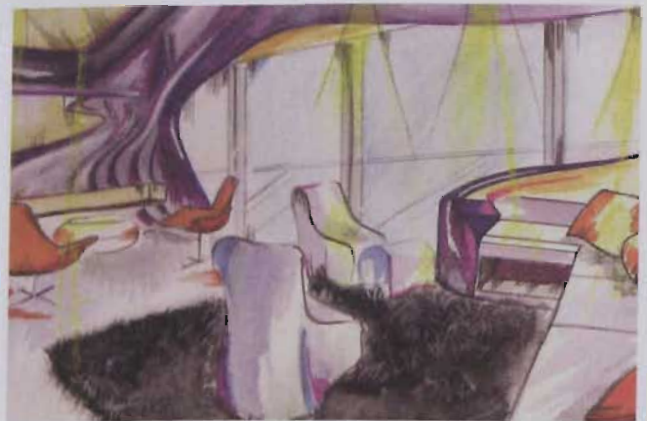
jillryan@live.ie

My design arose from combining the works of Jurgen Mayer and Libeskind. I joined the styles of Mayer's organic architecture that smoothly curves throughout the interiors and Libeskind's strong, angular, shadow casting shapes together to create a free flowing movement throughout my apartment. While keeping a strong design full of distinct features that draws in the light and captures it.



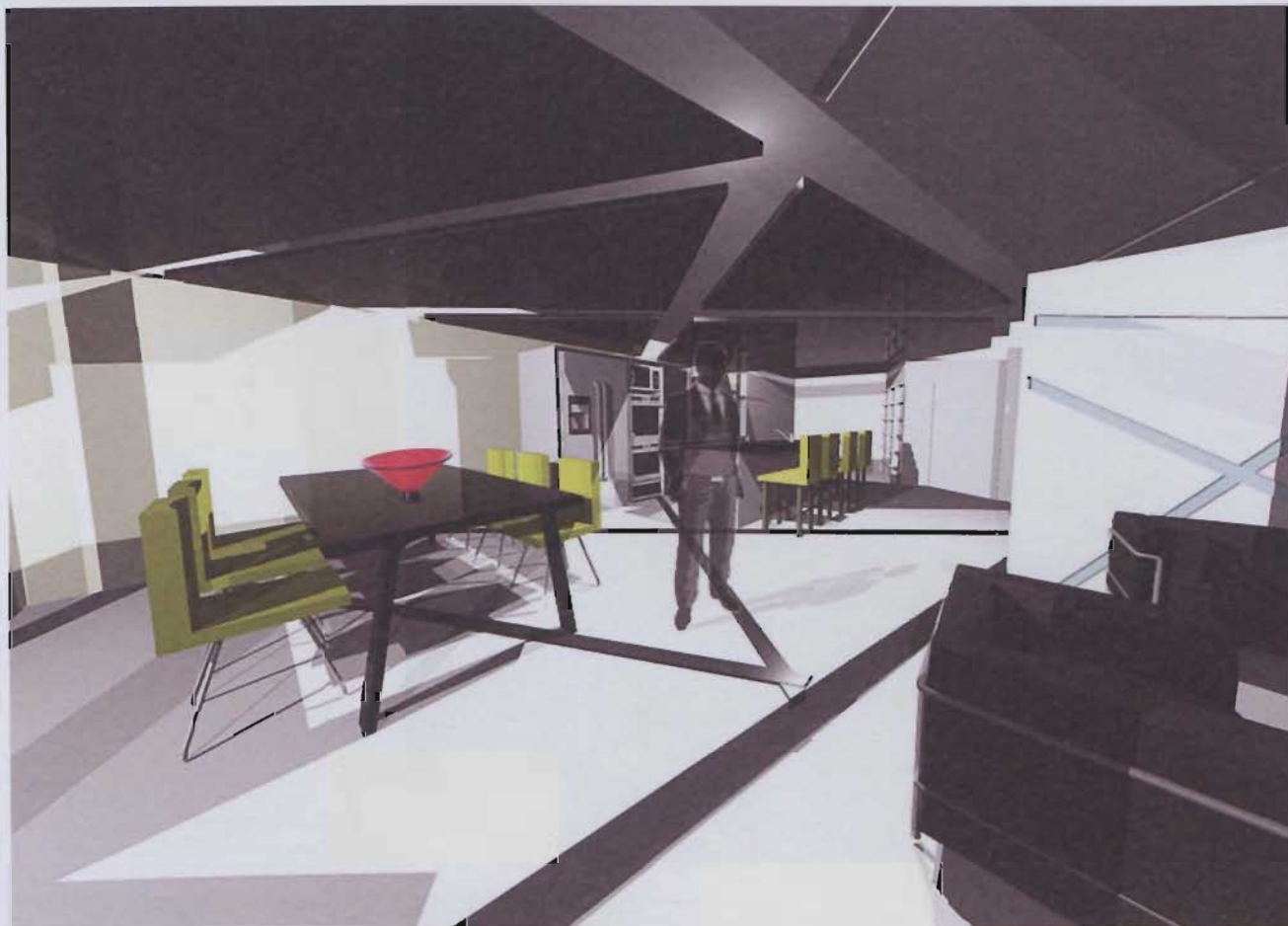
Duan Smith
 'Off the Rails'
 Retail Lifestyle Store
 duansmith@gmail.com
 www.duansmith.com

The concept for the retail store derived from the 1909 Harcourt Street railway station accident. A steam train failed to stop at the end of the line and crashed through the wall. For this project, I inserted a track-like structure which protrudes through walls, ceilings and floors to create exciting spaces and dynamic visuals to ensure a memorable retail experience.



Rebecca Stack
 'Apartment No.58'
 rebbecastack39@yahoo.com

The bed was based on the traditional 4 poster bed. This traditional frame was reworked so the bed now has a contemporary feel to it.



Maeve Sweeney

Habitat

086 0785877

maevemsweeney@hotmail.com

The inspiration behind my habitat project came from Grand Canal Quay. The landscaped garden designed by Martha Schwartz and the new theatre designed by Daniel Libeskind was where I drew my inspiration. The crashing lines found in both designs and the negative space they created was where my design stemmed from.



Tinley Tubbert
 "Habitat project"
 087 7504471
 tinley@iol.ie

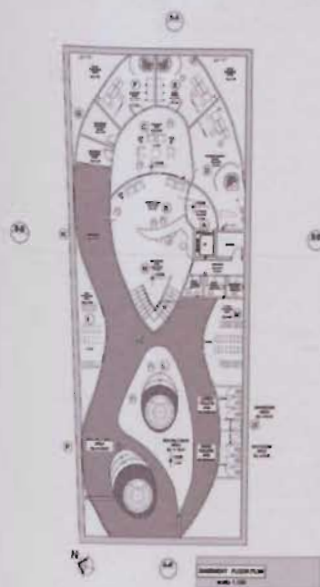
The concept for this project was inspired by the metal framework and industrial elements in the Dublin Docklands. I wanted to create personal space for the occupants. I designed a metal framework structure which houses different spaces and activities within the dwelling. These spaces can be enclosed or open to create an open plan design.



Jackie Tyrell
 'Balcony Life'
 Habitat Project
 086 2778796
www.jackietyrelldesign.com

The Brief: To bring the 'balcony life' of the city from the exterior to the interior.

The Proposal: A low maintenance, eco friendly, indoor garden, visible from every space in the apartment with privacy provided by smart glass applications & one way glass.



Lucia Ugolini

'Body & Soul'

Spatial layout and renders of the health and leisure centre

085 7220883

lcn_gn10@yahoo.it



The sole embossed texture determines internal routes leading to the various activities of 6 floors; the basement turned into a beauty centre with pools up on the top floor with aerobic room all designed to create a pleasant and functional environment.



OCCUPATIONAL HAZARDS

The process of excavating a nugget of creativity is a dangerous business. This year alone accounted for over 4,236 injuries to our final year students. Here are the top causes of injury to our budding creatives sustained during the course of study.



CLEF



Rory Bernie

'Clef'

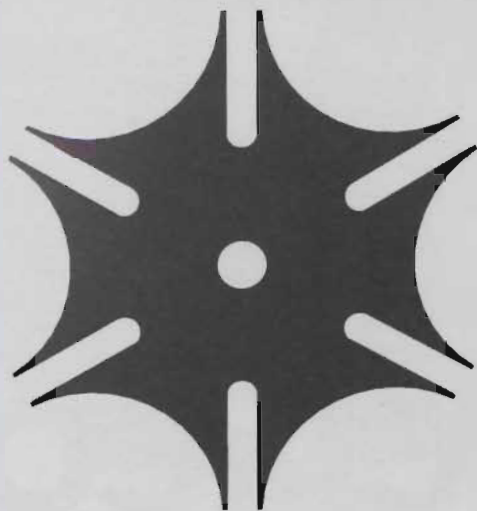
Major Design Project

085 7443795

land.panda@gmail.com

Clef is an ergonomic chair designed for classical musicians to help prevent and alleviate back pain or discomfort which can be caused by playing in an orchestra environment.

PARODY



William Brennan

'Parody'

Major Design Project

087 2471544

william.brennan1@student.dit.ie

The aim of this project was to research timepieces and develop a new product with focus on improving the interface.



verveo



Stuart Cameron

'Verveo - Hot Beverage Heater'
Major Design Project
087 6454216
stuartcameron86@gmail.com

Verveo is a new way of heating liquids for hot beverages such as tea, coffee and hot chocolate. Unlike a traditional kettle, the liquid is heated while in the mug. This allows the user to heat exactly the amount they need and also allows the heating of other liquids such as milk and soup.

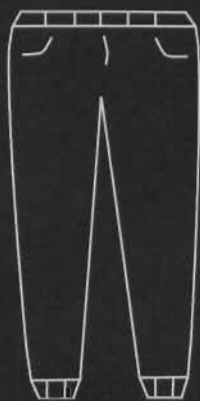
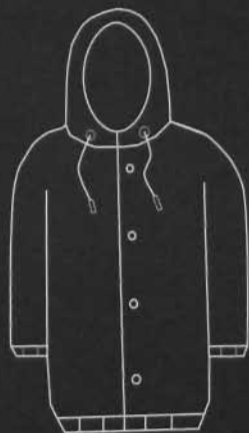


Donal Dennehy
Major Design Project
086 3432296
denboywalton@gmail.com

A chaise longue is a symbol of French design and is essentially a long chair. This particular chair was designed in a zoomorphic manner to reflect the physical attributes of a bird. Animal features are ever present in design, they are continuously being designed through evolution, and evolution is very effective at design.

NOMAS

DESIGN FOR THE HOMELESS



2 STRAP CONTAINS
RAINGEAR

1 BAG



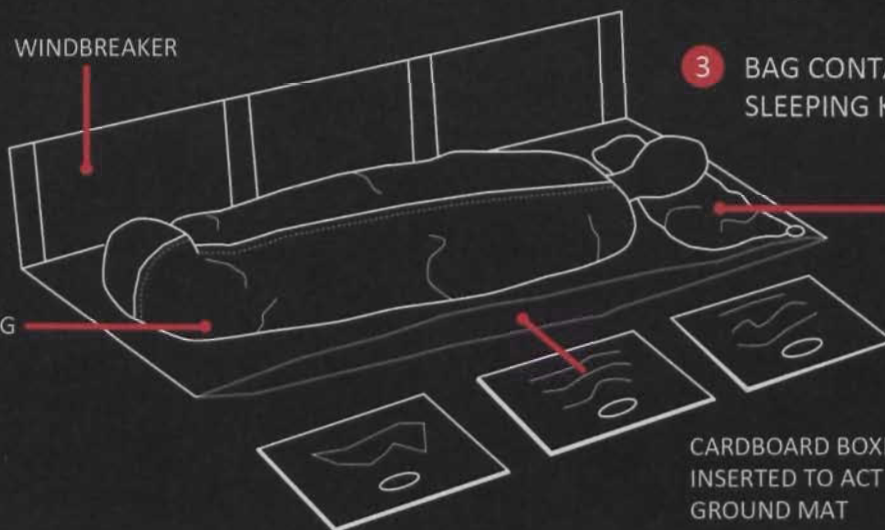
WINDBREAKER

3 BAG CONTAINS
SLEEPING KIT

SLEEPING BAG

PILLOW

CARDBOARD BOXES CAN BE
INSERTED TO ACT AS A
GROUND MAT



Ross Dunne

'Nomas: Design for the Homeless'
Major Design Project
086 3826843
dunne.ross@gmail.com

The Nomas bag is specifically designed for people who sleep rough. Each feature of the bag is directed at the needs and lifestyle of the homeless. This product is a more suitable and cheaper solution than the sleeping kits currently provided to the homeless.

PRECISION

Locates a cannula in the vein to improve the process





**INSERT
CANNULA**



**BLOOD TRAVELS
UP TO CIRCUIT**



**LED's LIGHT
UP**



**ADVANCE CANNULA
INTO THE VEIN**

Carol Grimes

'Precision'

Major Design Project

086 0514151

carol.grimes@hotmail.com

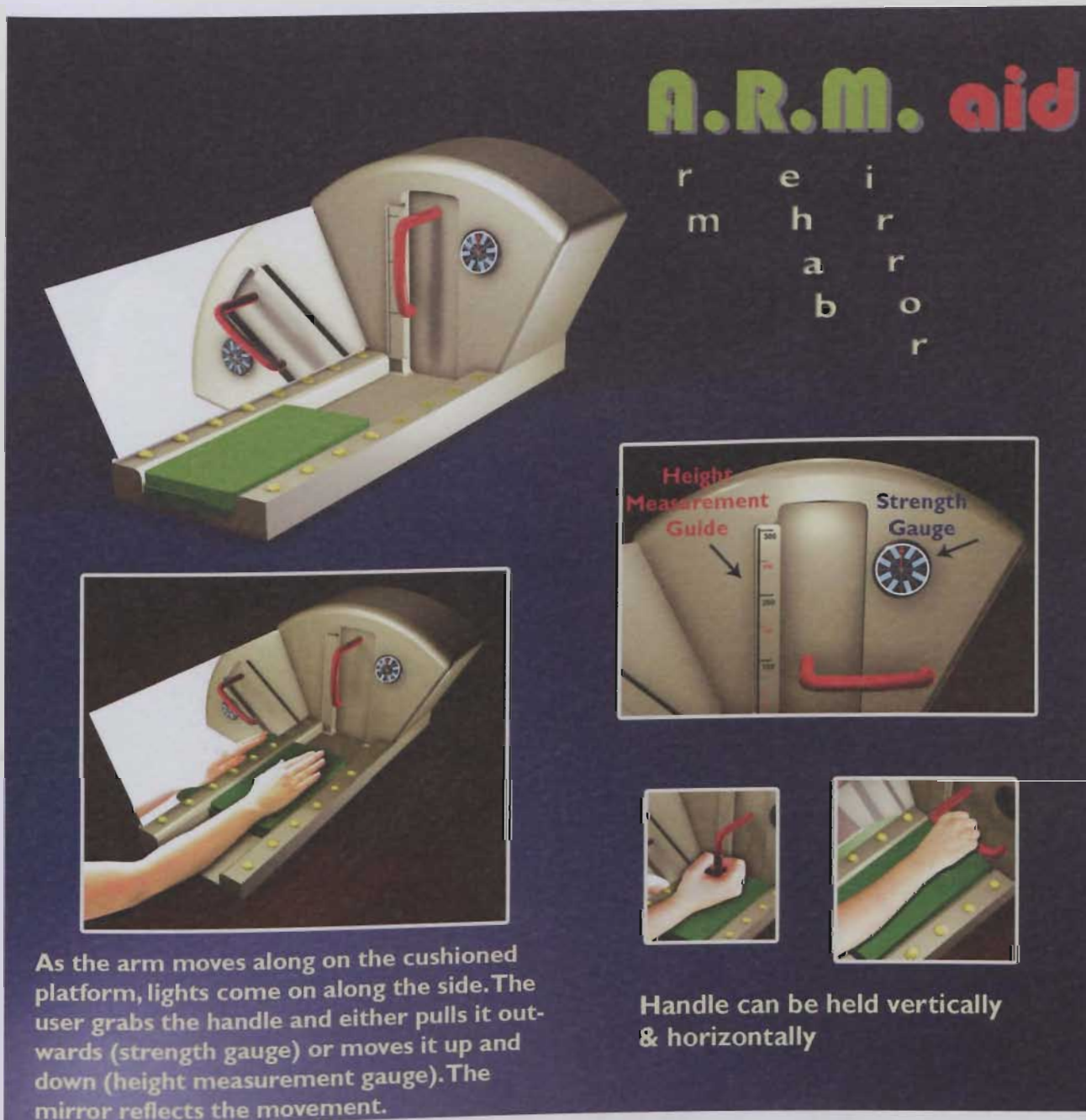
Precision is a medical device which improves the insertion of a cannula into the vein. It ensures that the cannula has been correctly positioned through a sensor to help prevent cannula related problems e.g. infiltration and extravasation.



Gavin Gogarty

'Hydrophobic Seating'
Major Design Project
085 1436720
gavingog@hotmail.com

Designed to address the issue of outdoor public seating immediately after rainfall, the design of this hydrophobic seating solution utilizes the innate properties of acrylic to repel water from the surface, leaving the chair dry and comfortable to sit on in the changeable Irish climate. Suitable for use outside coffee shops, bars, restaurants or at home.



Terri Holland

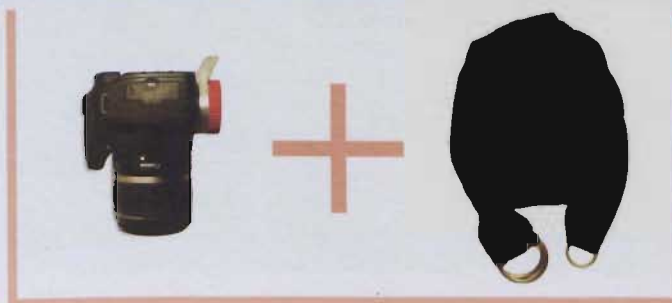
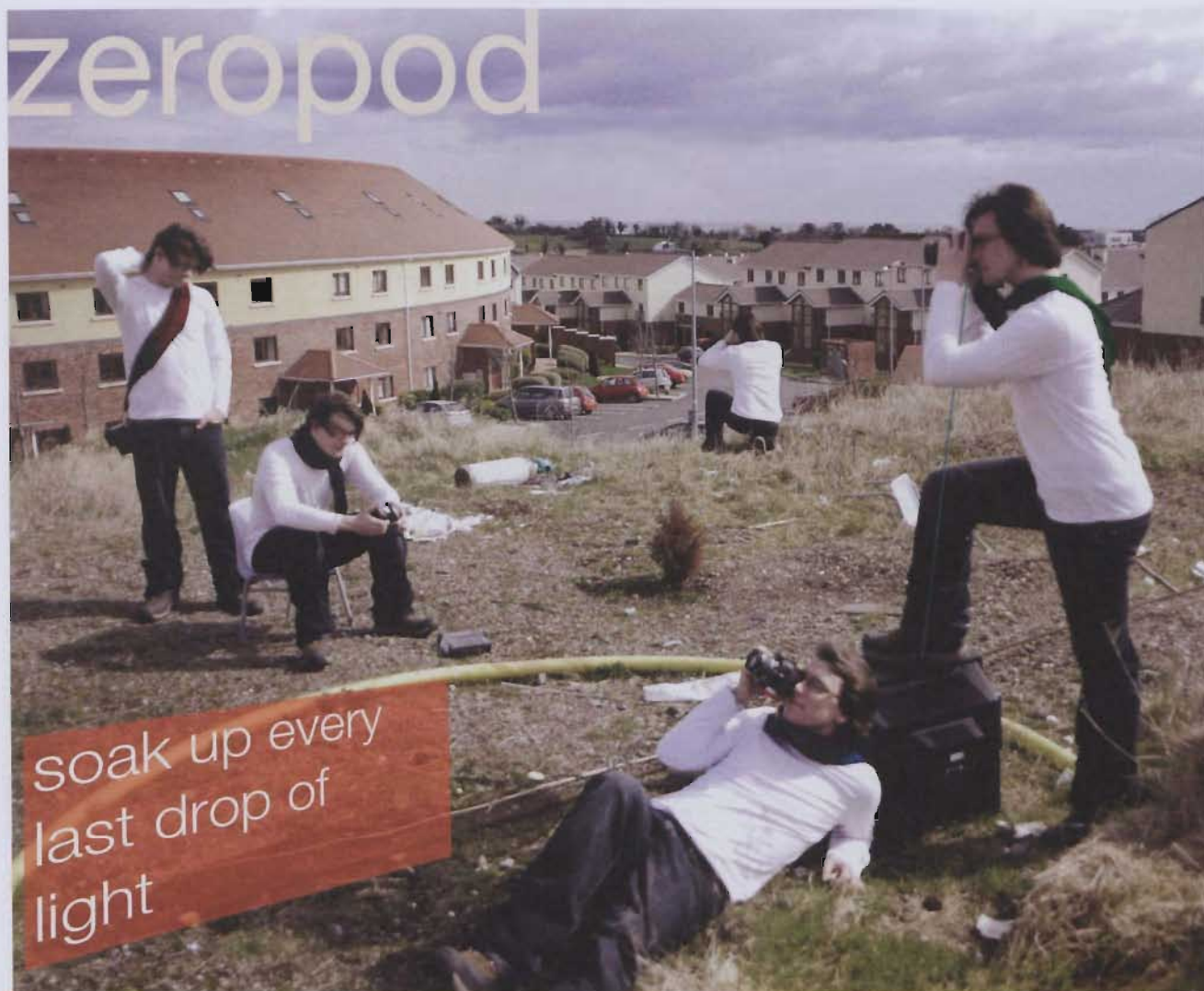
'A.R.M. aid'

Major Design Project

086 3654515

terholland@hotmail.com

The A.R.M. aid is a stroke rehabilitation device. It is used to bring movement and strength back to the arms. The purpose of the mirror is to trick the brain into thinking the affected arm is moving so through this the recovery of the affected limb improves at a faster pace.



pull lightly against
the line that drops
from the camera
to stabilise the
shot.



Desmond Kavanagh
'Zeropod'
Major Design Project
086 8870607
kavanadb@gmail.com

They say the best camera is the one that's with you. These days the weight of a digital camera, lens and tripod can make being prepared to take a photograph less than fun. The Zeropod combines an infinitely customisable and comfortable strap with an ultra-light tension stabiliser allowing you to capture better photographs by always being ready for them.

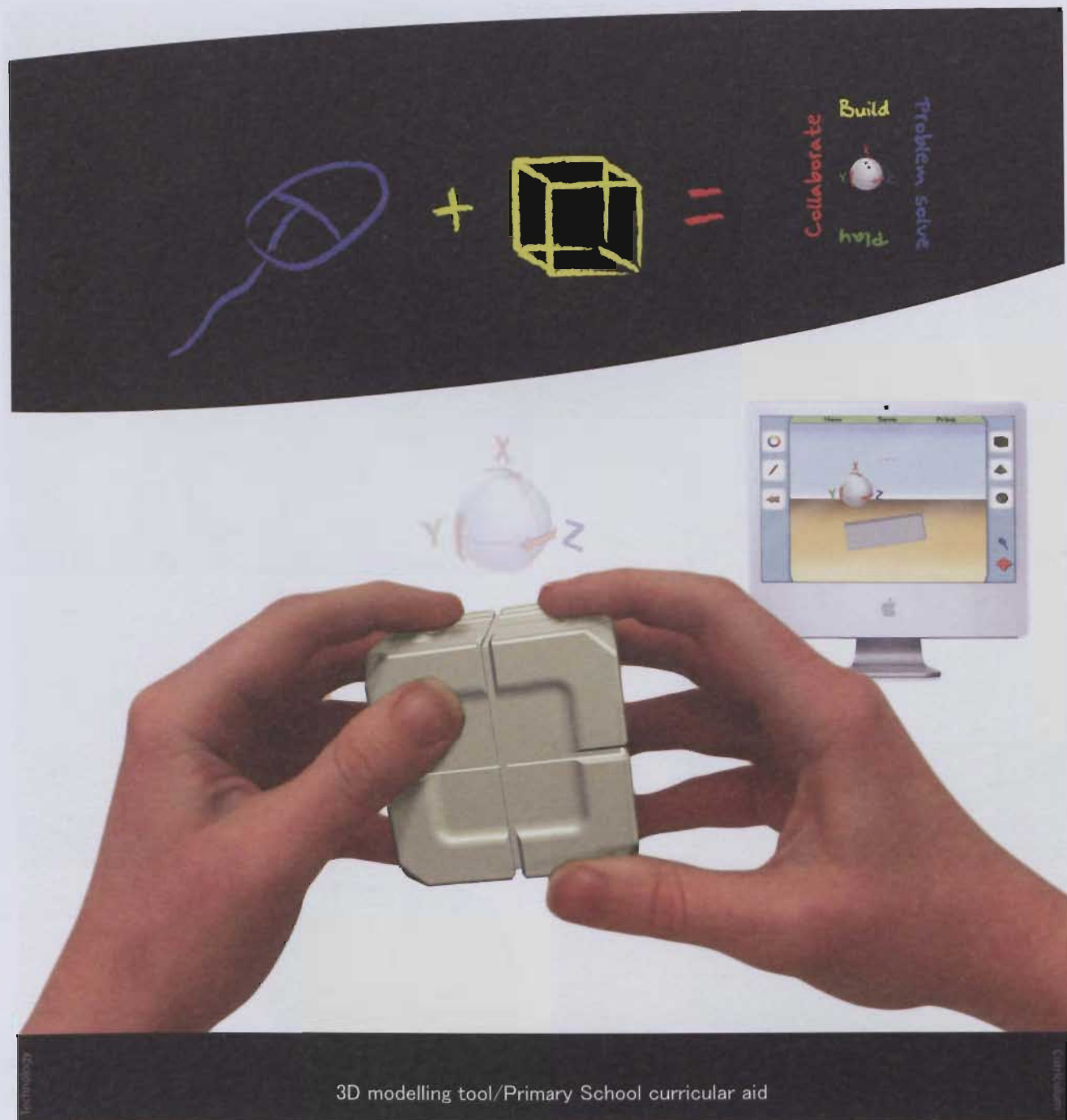
**Simon Keenan****'Sterilev'**

Major Design Project

086 1524900

simon@sterilev.ie

One in five persons in Irish hospitals will contract a healthcare-acquired infection during care. Infections include E Coli, C. Diff and MRSA. Studies have concluded that the primary transmission route for infections is the hand. Sterilev utilizes UV-C light, which is proven to inactivate 99.9% of all bacteria after each use to ensure a clean handle surface after each use.



Barry Lynch

Major Design Project

087 1219804

lordbarrington@gmail.com

This is a computer peripheral device that enhances a child's experience with computers and the curriculum. It's a simple cube that can be picked up and manipulated by hand. It contains some inexpensive but exciting technology that translates analogue movements to a digital shape on the screen. Accompanying software promotes coordination and provides an integrated curricular solution.



F.A.S.T.

Fast Acting Syringe & Tracker

406Mhz and GPS Location
5 Year battery
3 replaceable doses
Automatic distress signal
Easy to use design

Save Time...
Save Lives

Replaceable Cartridge

Each cartridge contains a 0.3ml dose of Epinephrine

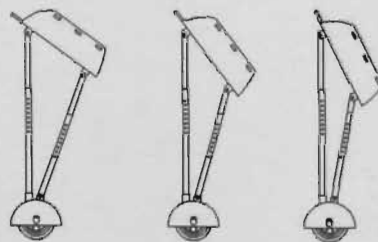
Niall Magee
F.A.S.T.
Major Design Project
085 1654787
www.dublindesigndesk.com

F.A.S.T. is designed for use by those who suffer from Anaphylactic Shock or similar conditions. It is designed to give these users the confidence and freedom to go out alone and the reassurance that if anything happens they can be found quickly. The three step process makes F.A.S.T. simple and safe to use. Simple design for first time users.

CROSS-THETIC



Angle Adjustment



Leg angle can be adjusted to allow both weight bearing and non-weight bearing injuries

Adjustable aluminium tubes with springlock provide strength and allow for both height and angle adjustment

Pressure brake engages when weight is put through the Cross-thetic. Emergency brake engages if the Cross-thetic exceeds the angle of a natural walking gait

Steven Massey

'Cross-thetic'

Major Design Project

087 7583970

masseysteven@hotmail.com

The Cross-thetic is a hands free alternative to a crutch. When the user leads with their uninjured leg the wheel is locked by a pressure brake. When they are stepping through with their injured leg the brake is released allowing them to move forward naturally. The Cross-thetic is strapped around the thigh muscle while a cushioned lining provides comfort.

**Shane Monahan**

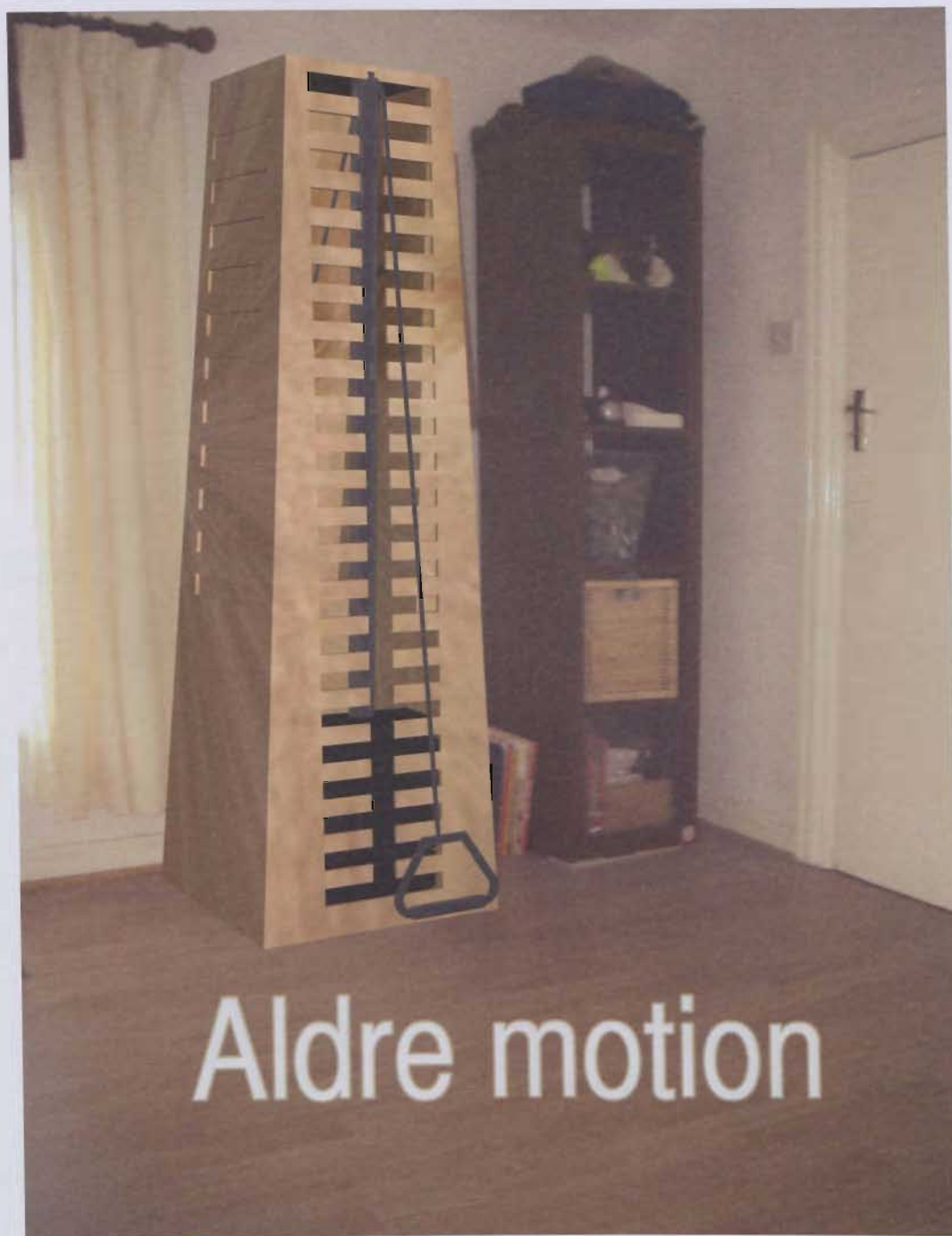
'The Monospot' self spotting weight lifting system

Major Design Project

087 6121510

shane.monahan@student.dit.ie

The Monospot, is a self spotting weight lifting system that allows the user to lift weights, either barbell weights or dumbbell weights as if a spotter (gym partner) were present. The easy to use system enables the user to complete a personal workout in a more efficient way, in a quicker time and most importantly in a safe manner.



Richard Mullins
'Aldre motion'
Major Design Project
087 2276533
richardmullins@hotmail.com

A persons independence is crucial to happiness, however this can be threatened in old age. Aldre motion is a home exercise unit specifically designed for people over the age of 50. Utilising the latest knowledge in fitness and exercise this machine focuses on combating age related muscle degeneration and balance issues thus keeping the user fit, flexible and strong.

**Neil Murphy**

'The Stosit chair'

Major Design Project

087 2388310

neilmurphydesign@gmail.com

The Stosit chair is a lightweight transportable functional chair. Can be used for storage and folds up easily. Perfect for festivals, public events or shopping trips. Multiple handle arrangements allow for easy carrying. Large surface area is a fantastic media opportunity for sponsors at festivals.



Becky O'Hara
 Major Design Project
 087 9626955
 beckycohara@gmail.com

Child's rocker integrating solutions to gross motor problems and Sensory Processing problems which can be used by parents in the home in conjunction with the therapy the child is receiving.



Dan O'Neill

'Prime' - Pressure and Humidity Control'

Major Design Project

086 2067163

oneilldaniel4@gmail.com

'Prime - Pressure and Humidity Control' is a tennis ball preserving product aimed at the social tennis player market. 'Prime' uses silica gel and pressurisation to keep tennis balls in good condition. This product benefits the user economically and extends the life of unrecyclable tennis balls.

BiYKi CAMERA

THE BUILD IT YOURSELF KIT



BIG BUTTONS

Big easy to use controls help to make the camera more child friendly



LATEX HAND GRIP

Latex hand grips give little hands a secure comfortable grip on their creations



INTEGRATED LED FLASH

A super bright LED Flash lights up subjects to give a perfect photo indoors or at night



FOCUS FREE LENS

A focus free lens gives users the freedom to simply point and shoot creating perfect pictures every time



ERGONOMIC SHAPE

Finger Grips and thumb rests are aided by hand form fitting ergonomics for excellent comfort



BUILD IT YOURSELF

Learn rudimentary optics and mechanics while building your own personal camera



John O'Shea

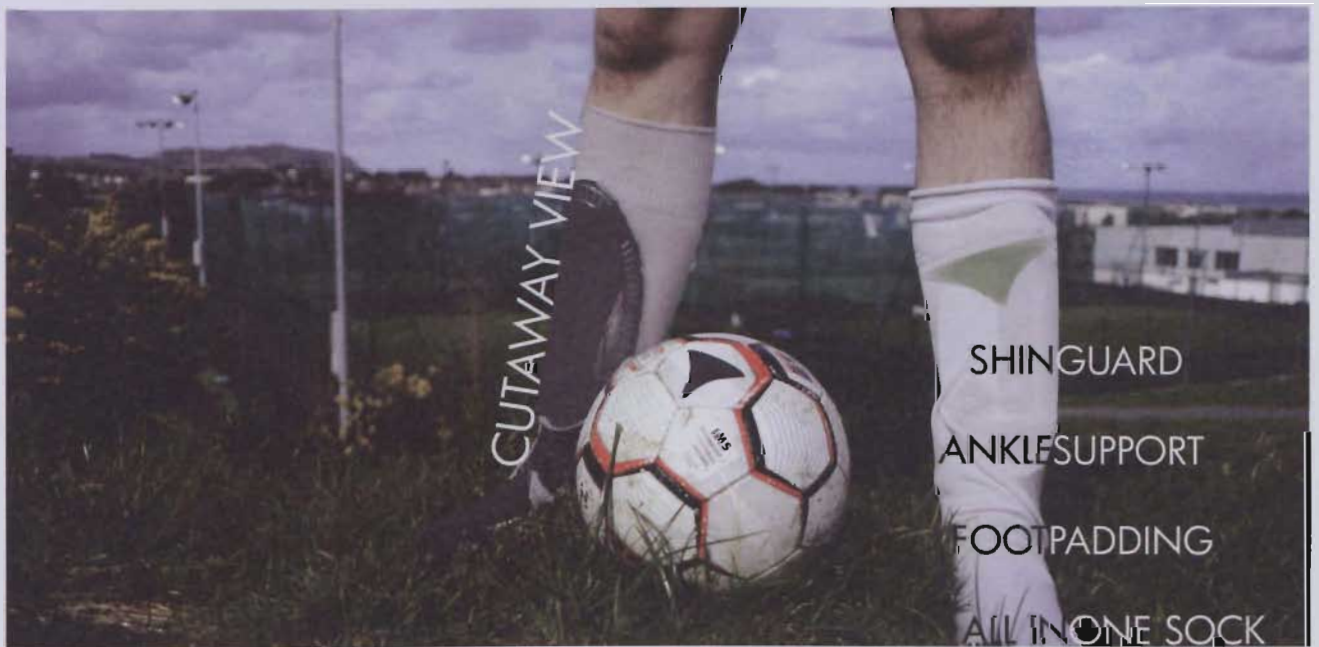
'The BiYKi Camera'

Major Design Project

087 6312257

legologic@gmail.com

The BiYKi Camera is a fun project camera for kids for the generally curious. It teaches simple mechanics and basic optics and leaves you with your own very personal creation, which you can use to document the world through your eyes.



Christopher O'Sullivan
 'Shell Socked: Turtles Football Sock'
 Major Design Project
 086 2619109
chairsosullivan@gmail.com

Incorporating guards and padding to protect vulnerable areas of the foot and leg, innovative materials shape the parts to the body. A product for footballers of all levels and ages, Turtles are inspired by a tough shell. They have a machine washable design for ease of use and replace several existing products with an all in one design.

Roller Ball distinction
LIQUID EYE LINER



Ergonomically Designed



Roller Ball Technology Provides
a Quick and Precise application!

Nicola Richardson

'Roller Ball Distinction'

Major Design Project

086 1751665

nicola.richardson@hotmail.com

This is a cosmetic product aimed at solving the current problems with existing liquid eye liners on the market. All the existing products use brush application methods while this product uses innovative roller ball technology to apply the liquid. Roller Ball Distinction liquid eye liner is ergonomically designed to help the users apply the liquid quickly and evenly!



Anthony Shannon

'Juice A.M.'

Major Design Project

085 1624457

www.wix.com/RSF_Angel/Anthony-Shannon-Design

Juice A.M. stimulates your arm muscles to gently but firmly awaken you. Whereas many people find they can become accustomed to and sleep through standard audio alarms, the sensation of your muscles contracting and releasing is physical and reliably wakens heavy sleepers. As the signal is non auditory, you need not waken other household members.

ASI EARPHONES

ADJUSTABLE SOUND ISOLATION EARPHONES



ASI EARPHONES
Earphones that adjust to
fit the individual users
ear

Sound Isolating Barrier
blocks out external
noise

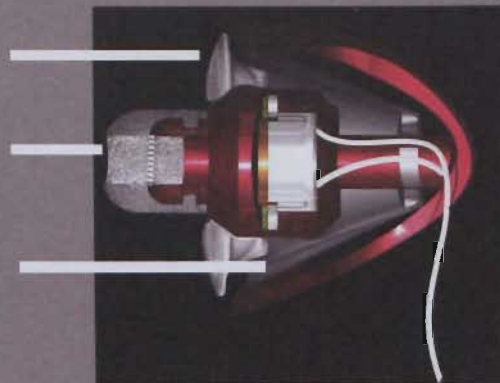
Allows user to listen to
music at a healthy level
(<85dB), reducing risk
of Noise Induced
Hearing Loss (NIHL)



Sound Isolating
Ear Piece

Ear Bud

Ear Piece Adjuster



Ron Smith

ASI Earphones – Adjustable Sound Isolation Earphones
Major Design Project
0861002298
mr.ronaldsmith@gmail.com

Adjustable Sound Isolation Earphones, which reduce the risk of Noise Induced Hearing Loss by lowering the maximum decibel rate to less than 85 decibels. The design includes a malleable ear piece which can be adjusted to form to the ear correctly giving the best possible fit and sound isolation properties.


myLotus

Feminine Hygiene Set For Schoolgirls In Developing Regions

**Leakproof
Breathable
Liner for
Underwear**

Gives total
comfort and
security when
using cotton
cloth during
period.

HOW DOES IT WORK?



**Out
And About
Waterproof
Pouch**

Wash a
sanitary cloth
anytime and
anywhere it's
needed.

myLotus

*Water surrounds the lotus, but it does not wet it's petals.
Prince Gautama Siddharta, Founder of Buddhism*

Rachel Vard

'myLotus Feminine Kit'
Major Design Project
085 7391 750
vard.rachel@gmail.com

Poor school toilet facilities, highly priced sanitary towels and low water availability can cause schoolgirls in developing countries to stay home during their period. myLotus is designed to help girls feel confident and happy at school. The leakproof pad prevents staining associated with traditional cotton cloth protection, while the pouch enables hygienic low water washing and discreet storage.



uplugo

a simple solution to that uphill struggle

an easy-to-fit removable power pack
fits most manual wheel-chairs
intelligent steering system
effortless control

free wheel as normal or engage the motor for powered assistance

John Wade

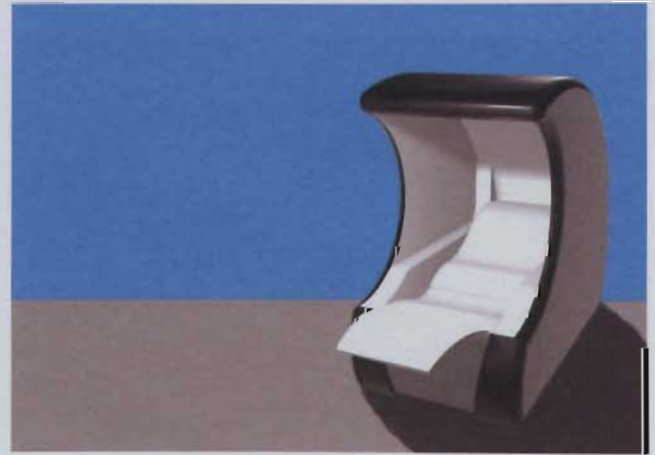
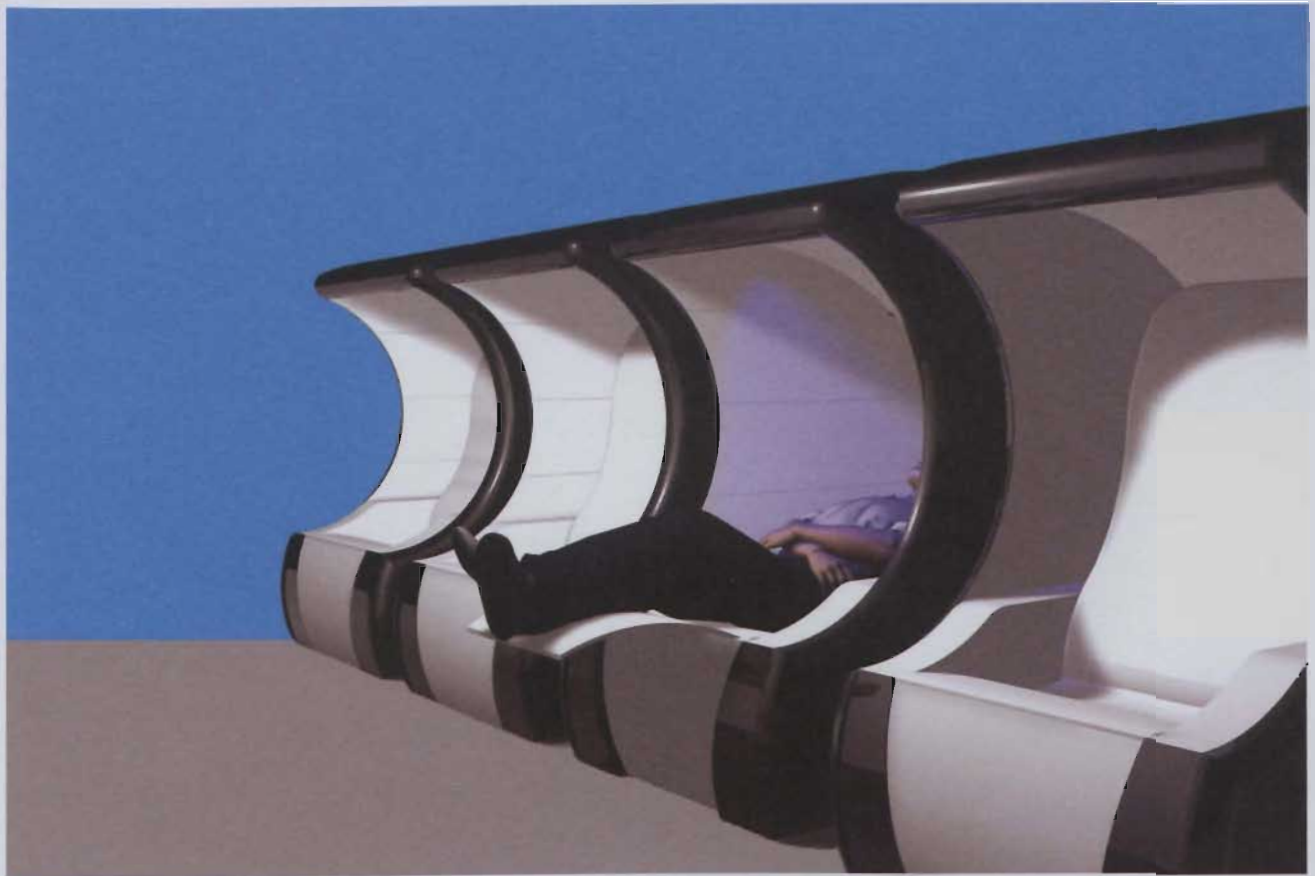
'uplugo'

Major Design Project

087 9337011

john.wade58@gmail.com

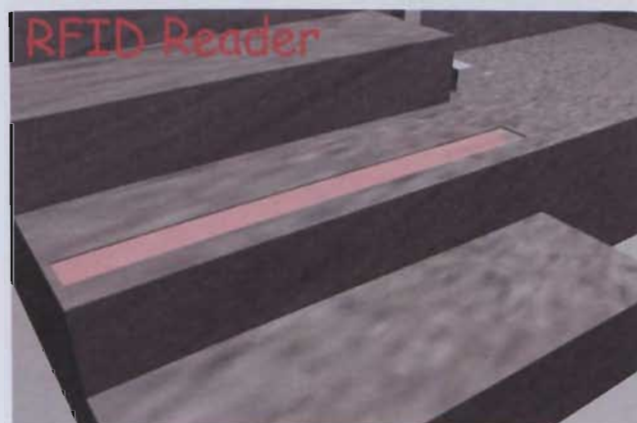
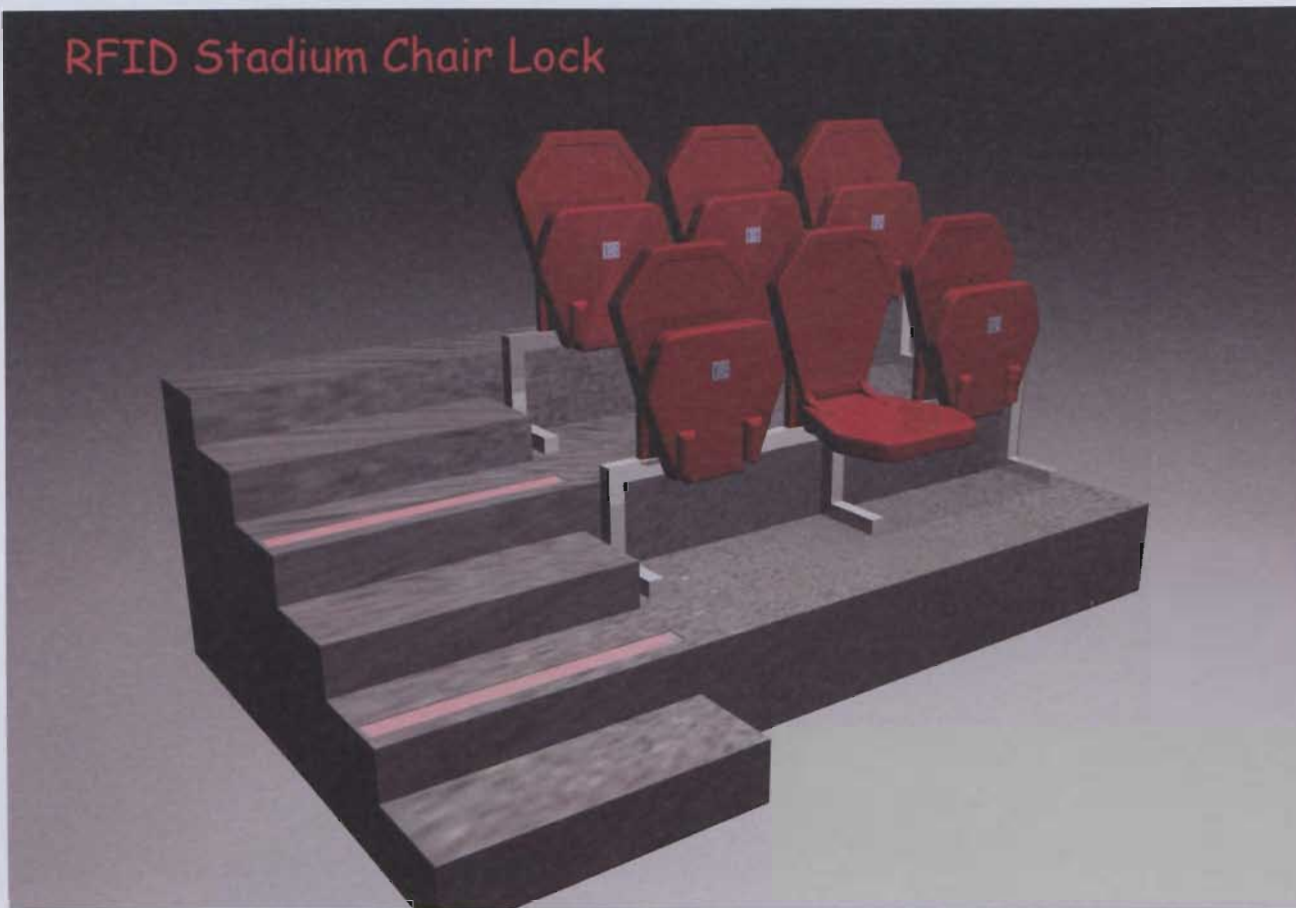
This is a power pack designed to fit most manual wheelchairs. Using two high-torque 12v DC motors there is enough power to help the user up most inclines. The use of a direct-drive system means that none of the speed is lost, while still maintaining high-torque. The motor can be engaged and disengaged to allow for normal free-wheeling.



Eoghan Walsh
"Rejuvenation Pod"
Major Design Project
ecawalsh@gmail.com

The "Rejuvenation Pod" uses a combination of bright light therapy, comfortable seating and isolation to create a relaxing atmosphere away from busy public areas. Designed for use in airports, businesses or universities, the pod provides a place for anyone to rest and rejuvenate any time of the day.

RFID Stadium Chair Lock



Cathal Wilson

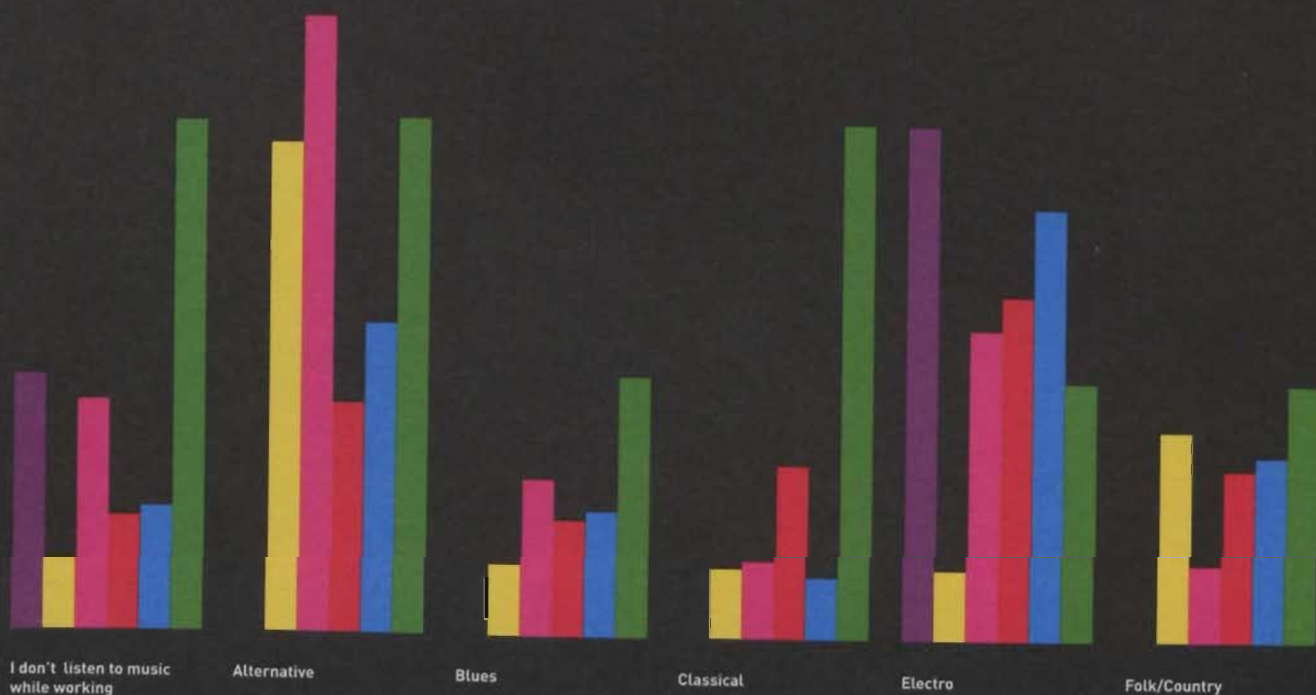
'RFID Stadium Chair Lock'

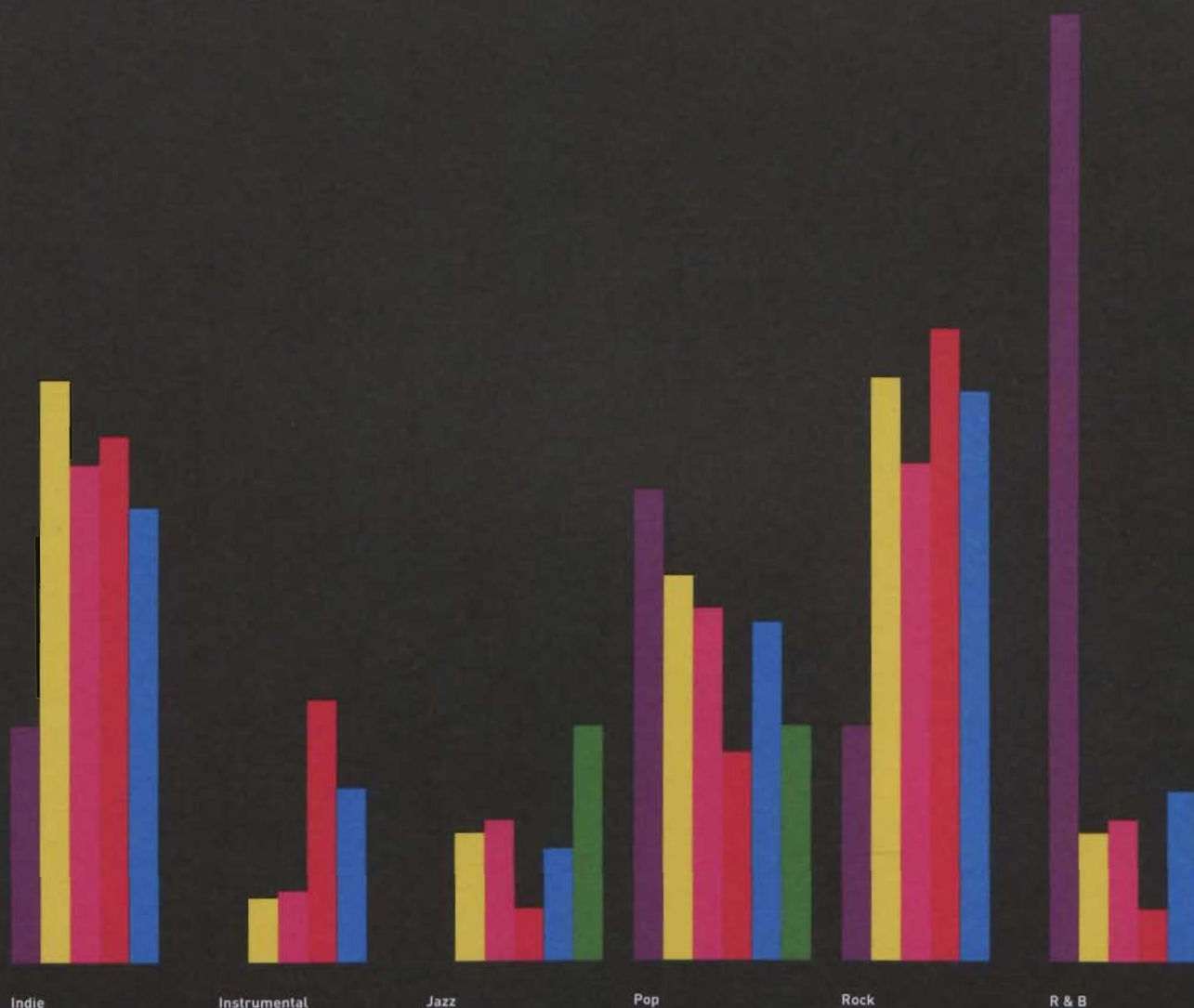
Major Design Project

087 9810026

lilcatsy@hotmail.com

My design is designed in order to solve the problem of reserving seating within stadiums. In the future I would hope that this RFID system that I have chosen to use could be incorporated into several venues around the world where reserving seating is also a problem.





05 VISUAL MERCHANDISING

fine art
visual communication
interior and furniture
product design
visual merchandising
visual art

MUSIC TO YOUR EARS

The link between music and creative work is well documented. However, what particular genre of music fuels the individuals creative spark? Rock, reggae or R&B, perhaps the secret of creativity is hidden in the notation?



Lianne Ateya
‘Cosmic Flare’
Hat Design
085 7065683
Lianneateya@hotmail.com

Based on the piece by Santiago Calatrava ‘the twisted tower’ I designed my hat to reminisce the masterpiece design in architecture of the century. The twisted metal follows the shape of the head and constructed panelled sheets of metal build up my eccentric design.



Wendy Cheung

'Symmetric'

Hat display Accessories

087 7495950

wendyalways@hotmail.com

I had to design and create an interesting and imaginative hat/head ornament which had to be the dramatic centrepiece of a fully accessorised display installation, it had to fit a human head and all materials and colours were completely open. I designed my hat based on the work of Eero Saarinen, an architect from the 20th century. I also had to create a contemporary style for an attractive professional finish.



Gemma Christian

'Gaudi Gaga'

3D

086 8404592

gemmachristian@msn.com

I got the inspiration for my hat from the architecture of Antoni Gaudi. Gaudi uses organic shapes and vivid colours throughout his work. I was fascinated by Gaudi's "Park Guell", with its vibrant mosaic, curved lines and utter flamboyance. What I was trying to achieve with the design of my hat; was for it to be distinctive, unique and exciting.



Kate Geoghegan

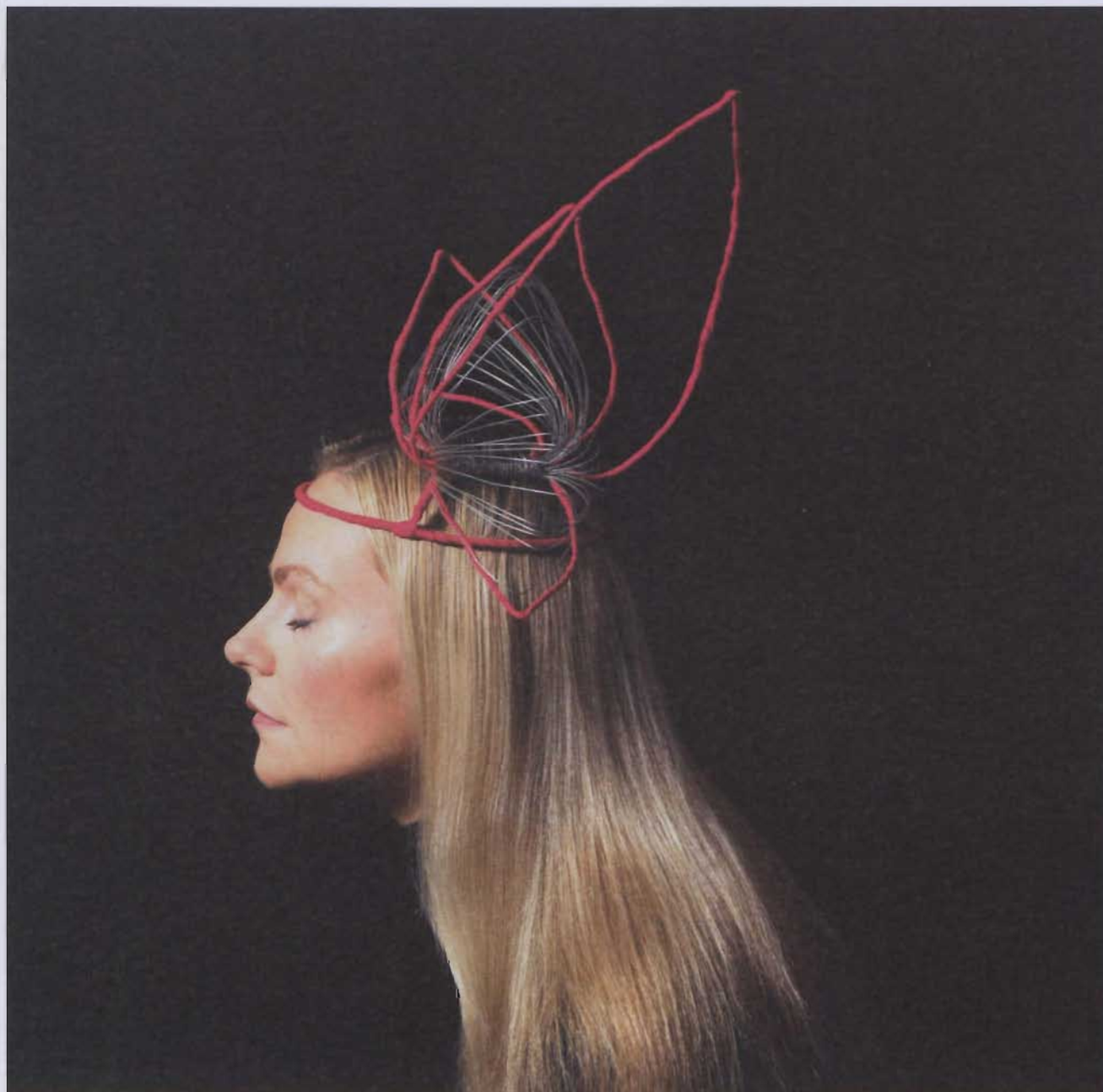
'Flamin' Hot'

Hat Project

087 2736840

kategeoghegan7@gmail.com

This Hat was inspired by the material exhibitions designed and held by architect, Toshiko Mori. She likes to experiment with different textures and textiles. The materials I used to create this hat were wire, velvet, lycra and cotton. I chose the title 'Flamin' Hot' because the colours I chose look like the colour of flames.

**Tracie Hannigan**

'Futuristic'

Hat Design Presentation

085 1346060

traciehannigan101@hotmail.com

I designed my hat piece based on my given architect, "Richard Rogers" I researched his work and liked the design of the Antwerp Law courts. I experimented with different materials and found light wire the best material to use for the main structure, I then used red ribbon in areas to add texture and colour to this delicate head piece.



Caitriona Hanratty

"Recoil"

Fashion project

087 7823774

gudie2shoes@hotmail.com

Our brief depicted we had to make an outfit based on a designer given. My piece was inspired from the designer Balenciaga. The dress was created on a shoestring budget, and was made from plating an entire roll of black sacks, lining material and coat hangers. It was an extremely experimental piece, which turned out better than I had expected.



Luke Hosey

'Opulence'

Hat Display Project

087 7829581

hosey56@hotmail.com

This hat was designed specifically for our "Hat Display" project. We were each given an architect and were to research and discover our architect and their work. My hat is based on the "Walt Disney Opera House, L.A." in reference to the strong shapes and polished materials used, which were chicken wire, copper card and gold contact paper.



Naomi Kidd

'Spinning'

Fashion Show project

087 9255333

naomikidd17@hotmail.com

I have created an outfit in relation to the designs of French fashion designer Sonia Rykiel. I incorporated stripes from her designs and mixed that with my own idea of creating a dress with an artistic 3D appearance. I have also designed a hat that relates to my outfit design just like Sonia Rykiel would in her runway shows.

**Edel Macken**

Golden wings

086 1622060

edelm88@hotmail.com

My hat was based on the architecture of Zaha Hadid, an architect who consistently pushes the boundaries of architecture and urban design. I got my inspiration from the shape and look of her recent design for Abu Dhabi's future Performing Arts Centre. I used materials such as felt, wire, spray paint and thick thread. I chose 'Golden wings' as I feel the wire structure resembles a fly's wings.



Amy Masterson

'Natural woman'

Hat Project

085 7341531

amy89-06@hotmail.com.

This project was very interesting. I had the opportunity to create something stylish and creative that could be worn to something such as a wedding or the races etc. The architect that I had to take my inspiration from was Shigeru Ban. I found his work very interesting. He used a lot of natural colours and materials. I really enjoyed studying his work.



Karrie-Ann Mckenna

'Lust have ruffles'

Fashion Project

Karrieannmckenna@hotmail.com

086 0622455

We were given a brief to design and create a new look but to keep in style with a chosen fashion designer. My given designer was Alexander McQueen. Here I've created a long flowing dress of ruffles, each layer hand stitched in viscose fabric. I've chosen a soft colour as I wanted it to be contrast with quite dark harsh makeup. Like Alexander's work I really wanted to make a statement and I feel I've captured it here.



Joanne Moore

'Le Smoking'

087 1265630

moorsy06@hotmail.com

For this brief, we had to research our given designers philosophy and create an outfit for a catalogue and catwalk show. The designer I got was Yves Saint Laurent. YSL is known for a lot of designs but what he is most remembered for is his outfit 'The Tuxedo' or 'Le Smoking'. As he started his own company YSL his main competitor was Chanel. Chanel gave women freedom but YSL gave women power.



Pamela Sheehy
'Blooming City'
Fashion project
085 2795122
pamberella@live.com

For our fashion project, we each had a designer that we had to get inspiration from. I was given John Galiano. From looking at his work, I really liked his use of flowers. And as it was spring, I designed a trench/mac coat with flowers on it. I really loved the way I transformed a dull business-coat into a brighter piece by adding colour to it.



Michelle Vavasour

'Sculptural'

Hat project

087 0563245

michelle_vavasour@hotmail.com

For this brief we were all given an individual architect to find inspiration from for an eye catching hat design. My designer was I.M. Pei. He has very geometric designs and incorporates both steel and glass to achieve striking forms. Research into his works helped me design this angular form and choose suitable effective materials.

**Sinead Watters**

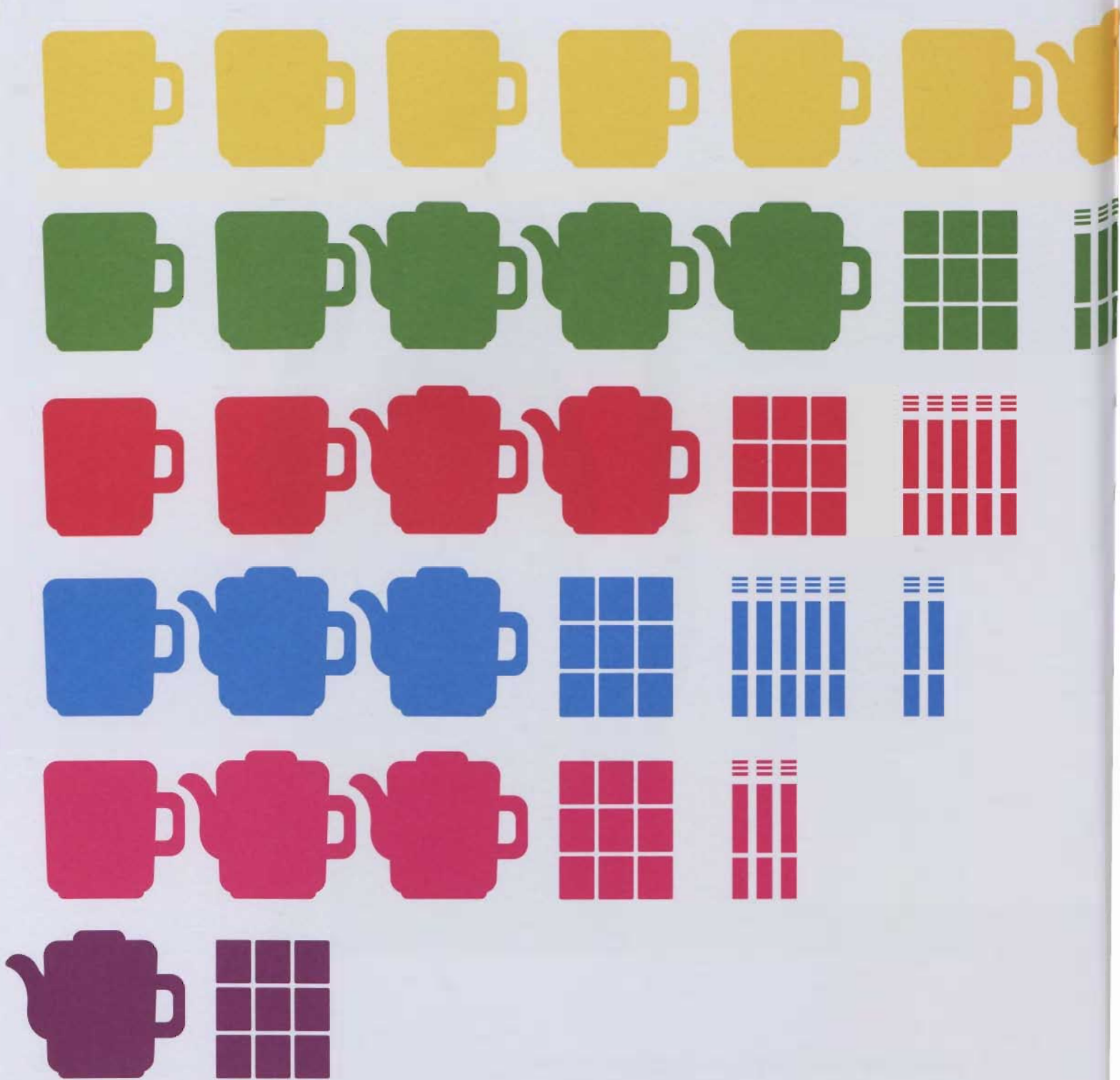
'City Chic'

Design an outfit base on a designer

085 1502902

swatters90@hotmail.com

I chose Dolce and Gabbana as my fashion designer as I was inspired by the way they dress women in pinstripe suits. They also managed to make the women look powerful but Chic - this is what I tried to create with my outfit. I also tried to add a bit of my own fashion flair by the shapes and colours I used.



*Average daily consumption per single student



06 VISUAL ART

fine art
 visual communication
 interior and furniture
 product design
 visual merchandising
 visual art

CREATIVE FUEL

Like an engine, creativity needs fuel to run. What is the top fuel to keep the creative spark running long after the stroke of midnight? Here we examine the top fuels for creative activity. Each fuel is averaged by a single student's daily consumption.



cup of coffee



cup of tea



chocolate



cigarettes

**Lorraine Bacchus**

'Cathexis'

Cloth and Thread

086 3965651

lorrainebacchus@hotmail.com

My final year art practice was concerned with the myriad of threads that accompany one's life and the fragility of what holds our lives together. I used found objects to portray the randomness of what comes our way and the wrapping of these objects as a metaphor for the protective quality of family and friends.



Monica Boyle
'No Remnant'
Video Projection
monicaboyle@eircom.net

My work is concerned with showing things without showing them & showing what cannot be told. It is concerned with informal archives which can be likened to personal memory in which the contents are filed and erased as remembering flows into forgetting and what we choose to show obfuscates that which we choose to conceal. Through this process we construct our own perspective.

**Rebecca Keyser**

'Erase'

Film still

086 8452152

bekkeyser@hotmail.com

I am exploring the internal shifting states that occur during our exchanges with others. My work refers to the ways in which we attempt to veil, reveal, rub out or re-draw versions of ourselves & of one another. My art practice deals with layers, drawings on opaque surfaces, digital drawing and photography underpin this body of work.



Veronika O'Driscoll

'View From Above'

Acrylic on canvas

086 3257897

atlanticmotion@eircom.net

My Work is based on exploration of the landscape. I have been concentrating on view points in my immediate surrounding, Sherkin Island, with the focus on framing the landscape by extracting details that fascinate me. My painting is a response to my visual experience in the landscape with the intension to capture the details in its ever changing mood.



Peggy Townsend

'Time and tide waits for no man'

Acrylic on paper

087 3115783

peggytownend@gmail.com

I am interested in the atmosphere, the clarity of light, shapes of the landscape and where edges meet, such as the sea sweeping the shore. I work with film , where I can find the movement of the sea; printmaking, where I can document the rise and fall of the tide. Painting , where I can find the tranquility and calmness of the shore.

**Alison Trim**

'As the crow flies' (1)

Photograph

087 7592088

alison.trim@gmail.com

The space around us both separates and connects us. As we move through a space, so it moves through us, as breath. Alison explores this intimate relationship between a figure and the space it inhabits. Through drawing, photography and film, she challenges each medium's specific response to movement and stillness, reaching out across a gap, a leap of faith.

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Catalogue concept and design

Paul Woods - www.paultheillustrator.com
Maeve Keane - www.andstudio.ie

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Visual Art

School of Art, Design & Printing
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Dublin 1.

Visual Communications

Interior and Furniture

Product Design

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Dublin 7.

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